Unreal Tournament

MonsterHunt Tutorial

for beginners and advanced users.

by Terraniux

part 2 (updated version)

Preface

This is first version of this tutorial, and will hopefully be a way to increase your production for MH, mapping skills and knowledge about MonsterHunt. Please mind all (syntax / grammar)errors in my writings, I'm not a native english speaker. This tutorial has pictures using Microsoft Windows 7, and using a UT GOTY installation. Anything on your screen can differ from the picture or text, but everything is made as clear as possible. If not, contact me (shown underneath) or post in the corresponding topics on UT-related forums.

Terraniux   22/12/2017.

This tutorial requires the following:

Unreal Tournament game; v436 or GOTY or any working up-to-date working installation of Unreal Tournament, with a working editor!

Also is some basic knowledge of the game and "mapping" for UT required.
And the most important thing: A good mood and creativity.

For any commentary, tips and suggestions please contact me on:
MAIL: terraniux@crystalunreal.com
PM   http://ut99.org forum and or http://hooksutplace.freeforums.org.
I thank everyone for the support and help given me to make this tutorial.
Please enjoy!

Terraniux

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This index is underconstruction.

text123

What is MonsterHunt?

MonsterHunt is a special gametype created by Kenneth "Shrimp" Watson in 2001 and finished in 2002 for Unreal Tournament.

Website : https://shrimpworks.za.net/projects/monster-hunt/
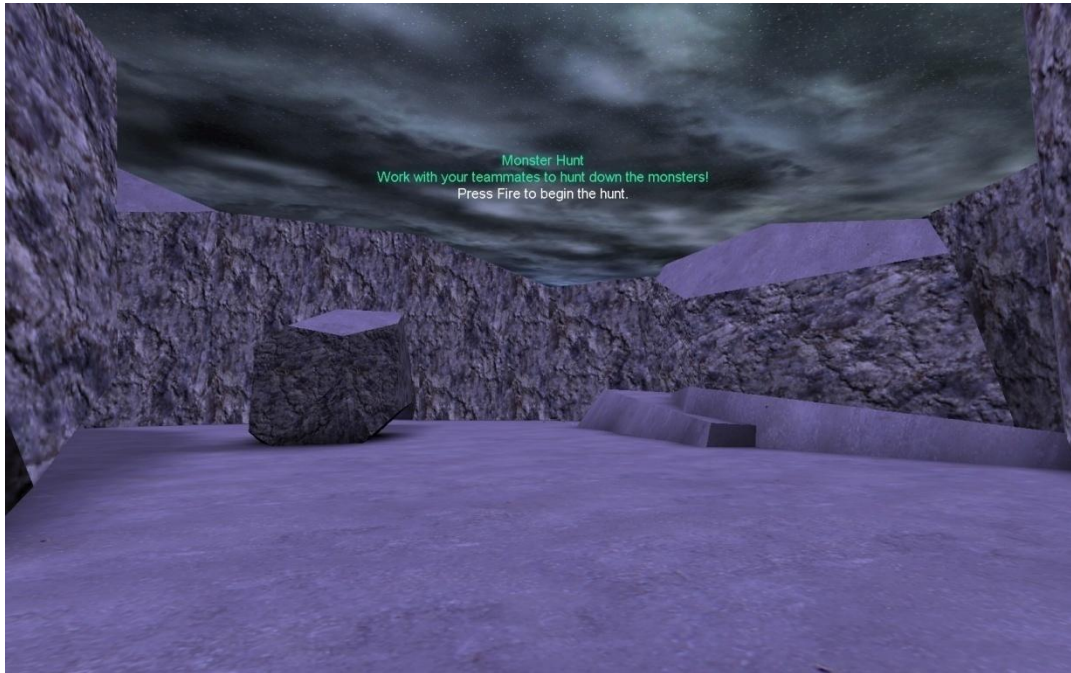
Copied from the website:

Programming, maps, graphics, website & help files:
Kenneth "Shrimp" Watson

Playtesters:
BikerBob
Wipeout
DuckMan
Tuke
Special thanks:
Valkyrie
Albert Reed (Also worked on the HeadHunters mod)
Beppo (lead coder for Infiltration)
JohnMcL (lead coder for Warbots)
UsAaR33 (creator of OldSkool)

Epic Gamesand everyone at UnrealZA "

"

Monster Hunt is a team based modification for Unreal Tournament comprising of two new game types, Monster Hunt and Monster Arena.

In Monster Hunt, you and your team of hunters (humans or bots) must work your way through the level while killing everything that stands in your way. Monsters you'll face range from the tiny but deadly Pupae, to slimy Sliths that spew blobs of slime at you, to the huge stone-throwing Titans.

Monster Hunt is the perfect blend of multiplayer and single single player, single player in the sense that the levels and style of Monster Hunt are very much like that of a single player game, but the team based gameplay gives it a great multiplayer feeling.

Players must work as a team to survive, players on their own will be overpowered by the monsters and sent back to the beginning of the level. Players shouldn't grab all the health and ammo as they come to it, it should be shared out amongst the players who need it most, or you could let one player grab lots of health and pick-ups and he can then charge the monsters to weaken them, the other players following. All this also adds a bit of strategy to the game play.

Monster Arena is very different from Monster Hunt, in Monster Arena, you and your team aren't battling your way through the level to get to the boss at the end, rather you are faced with one extremely powerful monster that must be killed. "

So basically MonsterHunt is recreation of Unreal SP into UT with a team play action mission. It can be played on-line and off-line.

Online MP footage from dU MonsterHunt server :

If you like you can have a look at my youtube channel:
https://www.youtube.com/user/Terraniux1   There are plenty of videos with MH gameplay on!
Note: Most of them are online gameplay from: http://destinationunreal.com

MonsterHunt (MH) has a large collection of maps. There are plenty of maps out there for the gametype ready to played. MH is considered one of the most played gametype of these days. The reason for this is because MH brings back the good old feeling from Unreal singleplayer and provides a large community server based game play. UT's lifespan is greatly increased ever since Kenneth and his crew created this awesome gametype.

As said before you can make anything for this gametype, whether be a mod or mutator or a plain actor. A lot of forums like UT99.org and UnrealSP.org provides much topics about coding and programming your own creations in addition to any game type.

This tutorial provides a list of (re)sources with websites and communities to help you to find what you might need. You can find this page in the index list.

Personal note:
As I know a lot about MH, I do know not everything. Therefore I try to provide you with as much as can give you concerning useable stuff :) This document might get updated!

Installing and configurations

There are a few packages you can download in order to play MonsterHunt.
Kenneth's original-and-lastest MonsterHunt version "**503**" is the most commonly used.
It is a stable working edition of MH. Below is list of download links provided :

Umod = Unreal Installer package   Non-umod = manual installer. * = basic files / actors.

Mirrors:

* |
 http://medor.no-ip.org/index.php?dir=GameTypes/MonsterHunt/&file=monsterhunt503.zip
Non-Umod |
http://utfiles.com/index.php?dir=GameTypes/MonsterHunt/&file=MonsterHunt503_NonUMOD.zip
Umod |
http://ut-files.com/index.php?dir=GameTypes/MonsterHunt/&file=monsterhunt.zip

If the links do not work search the web for : MH503.zip or MonsterHunt503 or something related. There
are plenty of links still working.

There are also "expanded" and updated versions of MonsterHunt available with bug fixes and some
tricks and twists added by coders and developers in the UT99 community.

Personal Note: *I have <u>not </u>much experience with these MH versions. Read the READ ME FILES carefully!*

MH v504 by Nelsona "sektor2111" Non-Umod |
http://unrealtournament.99.free.fr/utfiles/index.php?dir=GameTypes/MonsterHunt/&file=MH504.zip

MH2GOLD by Gopostal "KellyD" Non-Umod|
http://unrealtournament.99.free.fr/utfiles/index.php?dir=GameTypes/MonsterHunt/&file=MH2Gold.zip
----
These forums provide extra information on those versions:

v504 | http://hermskii.com/forum/viewforum.php?f=38 |
https://ut99.org/viewtopic.php?f=4&t=12295&hilit=monsterhunt#p98660

MH2GOLD | http://www.moddb.com/mods/monsterhunt2/downloads/monster-hunt-2-gold

End of part 1

Mapping for MonsterHunt

Now we know a bit of history of MH, it is time have some real learning. This part will learn you how to make successful maps for MonsterHunt and -kind like gametypes.

But first things first. This tutorial does **not** explain how to map, yet I may show some cool techniques or brushwork done in a specific way. There are plenty of tutorials out there. I'll provide you a few links and suggestions.

<mark>Recommended:</mark>

This is the youtube channel from *"Smeerkat".*
https://www.youtube.com/user/honeywellz/featured
https://www.youtube.com/user/honeywellz/videos?shelf_id=1&view=0&sort=dd

He has very relaxing and easy-to-learn video tutorials for basic and advanced persons.
Go to his uploads and scroll down. The titles will give away what you will learn.
I highly recommend watching these extremely useful videos. There are plenty of youtube downloaders out there, so you can save them for offline. But this is at your own risk, there are fakes/scams out there.

There is also BB' dracs's tutorials spreaded on the internet, you can fast download them in a under 15mb zip package. This is text based and clear pictures.

http://www.unrealfuzz.com/forums/Toots/BBDrac/ut_ued.html

I may have the original package on my disk somewhere.
Send a mail to terraniux [at] crystalunreal [dot] com if you want to download it as a package.
Or in the future it will be presented as a download on my host as well. This download page may be updated in the future.

U / UT has a entire wiki database as well. You can find nearly anything there too.

https://wiki.beyondunreal.com/

For questions you can always contact me :) .

Assuming that you have knowledge of mapping and scrolled down to this page, let's get started!
 *High Five *.

MonsterHunt maps - preface

Making MH maps will give you headaches, a painful wrist and square eyes. Since this gametype takes up a lot of time, you need discipline and free-time scheduling. Been mapping for this mod ever since Shrimp made the mod. The reason for this is that it often calls a large crowd and minimal 4+ players game play. You can make small maps, yes, but they are finished in less than 8 minutes. Also working bots are a must have - unless you have it online with no bots. This depends on your audience.

So even the smallest MH map, can take up to 2 months! This is entirely up to you. If you start, you must go ALL the way, there is no midway half stopping and quickly finish it off roughly. Taking breaks from the project is very healthy, but the longer you take break the less energy you will find to go on. MonsterHunt is VERY time consuming, even for the smallest map!

Before you start on your MH project you must note down, and question yourself these questions:

- *What is my public ? Offline, online or both?*
- *Do I want it to have on specific server or compatible with all servers possible?*
- *Is my project no copycat , a bit original and am I ready to do this?*
- *Do I have time at the moment, and in the future?*
- *Am I willing to get commentary , tips and even maybe corrections from others?*
- *What is my plan on how to release it and how will it be handled?*

As I also began as a 'noob' , beginner, novice, guy --- In the early years I found commentary and corrections highly upsetting, because I didn't understand it well back then . The reason I say this, is you are getting a large crowd facing you. Be ready for anything. Be calm, be cool, and be nice.

But remember this:

Making MonsterHunt maps is highly appreciated, rewarding and satisfying. People will genuinely thank you for the effort and creativity you spend on / it. It is a great thing! =)

Monsterhunt layout

I know what you are thinking, bla bla bla get me some editor pics already! Relax, we get there very shortly! But if you want to do it good and professional you need all this info. Trust me. MonsterHunt has certain patterns in layout, but I will show you the most common ways progressing your maps. This will aid you in making maps more easily.

As seen in a greater perspective, MonsterHunt should be an **ADVENTURE.** Therefore you must try to make your map like watching a movie or reading a book. You should guide the player through the map, and use different kind of stages to process throughout the map. This only will not only get people to like your map more, it also reduces the amount players getting lost in your map(s) and eventually abandon your map(s). This is very important stuff. Remember this!

Formula of a successful MH map - 12 crucial points

1 Use a intro, midway adventure, outtro. This can be rooms, or just texts, songs etc...*
2 Make not too complex maps, unless you have very specific audience.
3 Be different and creative; not cubic, bleak, depressive repetitive style.*
4 Add plenty of monsters, inventory items, health, if able bot support.
5 Use certain rooms, as 'plot twists'. So the gameplay will not be monotonous. *
6 Use as many resources as you can: Textures, music, weapons, sounds, songs etc....
7 Maximize YOUR style as much as you can. Make the map juicy, tasteful, finger licking. *
8 Accept mistakes. Keep listening to your audience!
9 Reward players as much as you can in game and out of the game! Like secrets or eastereggs!
10 Have patience, and be disciplined. MH eats up a of lot time!
11 Minimize hardcore details, players will not notice them.* Go for a midrange to big map.
12 Have fun, and be happy. Express yourself in the map as much as you can. *

1* Remember it is all about gameplay, adventure, guiding the player(s).
3* Use water, use lava, use terrains, make the scene and atmosphere complete. The use of stairs, movers and doors everywhere and walking ledges etc..... are must have. This will be more explained later.
*5* This can environmental, like lava or water, but also bosses or jumping events.*
7* For example: If you are making a castle-themed map: make the castle a CASTLE, and not a cubic castle look-alike castle without medieval stuff. BE FAT, BOLD, and give your audience something to chew on. If they play it again, it is the finger licking. Your maps are like your signature or kind of brand maps.
11* Focus on general looks, architecture and gameplay. Making certain parts highly detailed will often not be recognized. Finishing the actual map with fun & high scores weigh way more than obnoxious detailed lagging maps. People like a balance between detail and gameplay. This is up to you. Short maps are finished in no-time.
12* Players like to see , and feel comfortable that is YOU that made the map. For I like crystals so much , I leave my custom made crystals as my signature. I also add my statue (player model/skin).
It gives a certain trust, gameplay and fun experience. BE YOU.

MH MAPPING AND ANALYSIS
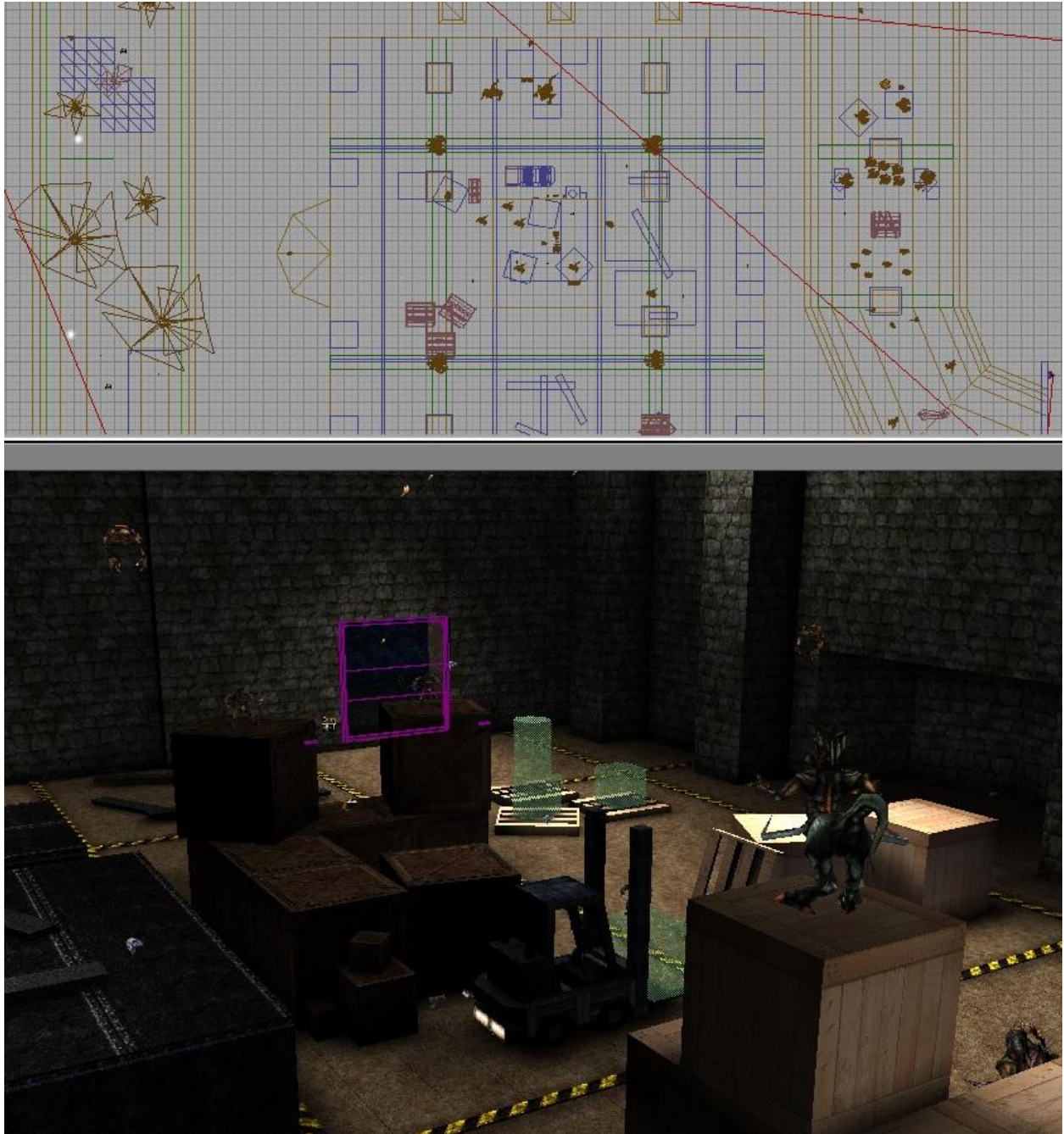
MH-CrystalMine3 - it has a barely working botpath, but brought me great success!

Yay! EDITOR PICTURE! , an actual picture ! Good job that you made it this far already!
*high five * **From here on it will be less reading and more looking. =)**

Since you want to make MonsterHunt maps, I assume that you have experience with online MH servers and offline gameplay. If not, quit this file and startup an MH map. Go play some maps, then come back.

Still here? Good. I want YOU play this map: **MH-Canyon**, unless you know it well and have available at the moment. It comes stock with MH. If you don't have it will provide a download link.
I want you to look at this picture and analyze it. Tell yourself where is : the begin, midway - to - end adventure , the boss, and ending. Also you noted that somewhere in map, there was a plot twist, and had to go back to proceed farther. Where was it? If you can answer these questions without peeking into UED, you are already half-way understanding MH / Mapping for MH..

MH-Canyon
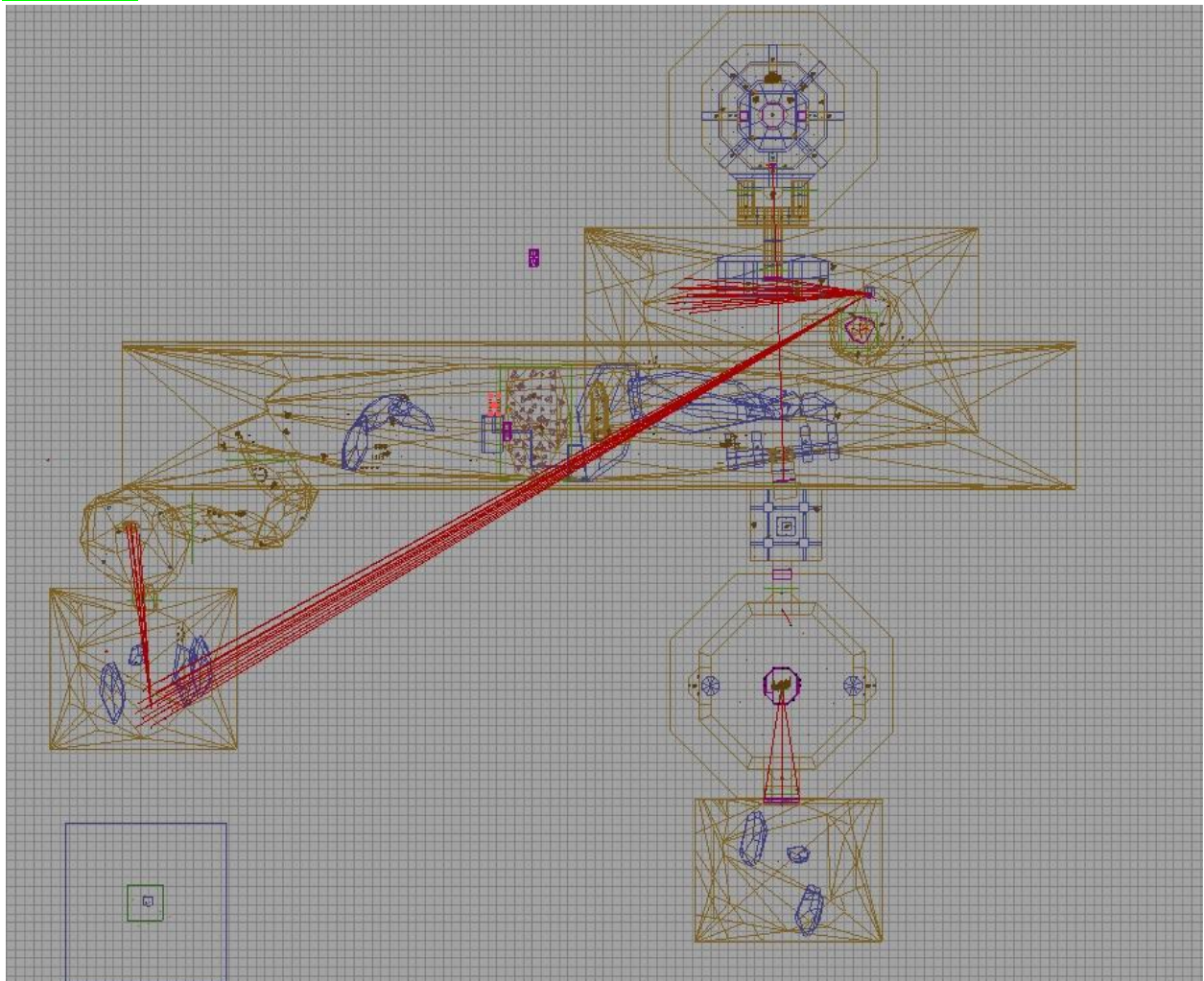
As simple this map is, it is a beauty of a map. It has an intro room, midway adventure and a boss fight. This map is classic MonsterHunt in its most pure form. It provides a second playerstart (READ: a new chapter) and certain bosses to kill. It is well textured, nice architecture and has juicy winter theme*. Even though there are a few minor errors, this small map cannot describe more than what MH should be in the most essential way.*

You say (Terraniux) that this map is (almost) perfect to set an example for MH, what was wrong with it?
- *some textures where black, read: not lit. -- Test, and play your own map well!*
- *too less monsters, even for offline. -- This is the public it addresses.*
- *Could have used a door between spawn and the cave. (Spawnkilling!) --Maybe forgotten?*
- *The lift over the abyss was bugging. Sometimes it stopped halfway. --Maybe it's me? or the game?*
- *I ran out of ammo too often in offline. -- There really needs to be more ammo*
- *It is not suitable for online*. -- Too less monsters, too less ammo and too small. But again, this depends on your audience.
Maybe some more points, but I will not be nitpicking.

Here is the analysis! (My great MS-Paint skills :"))
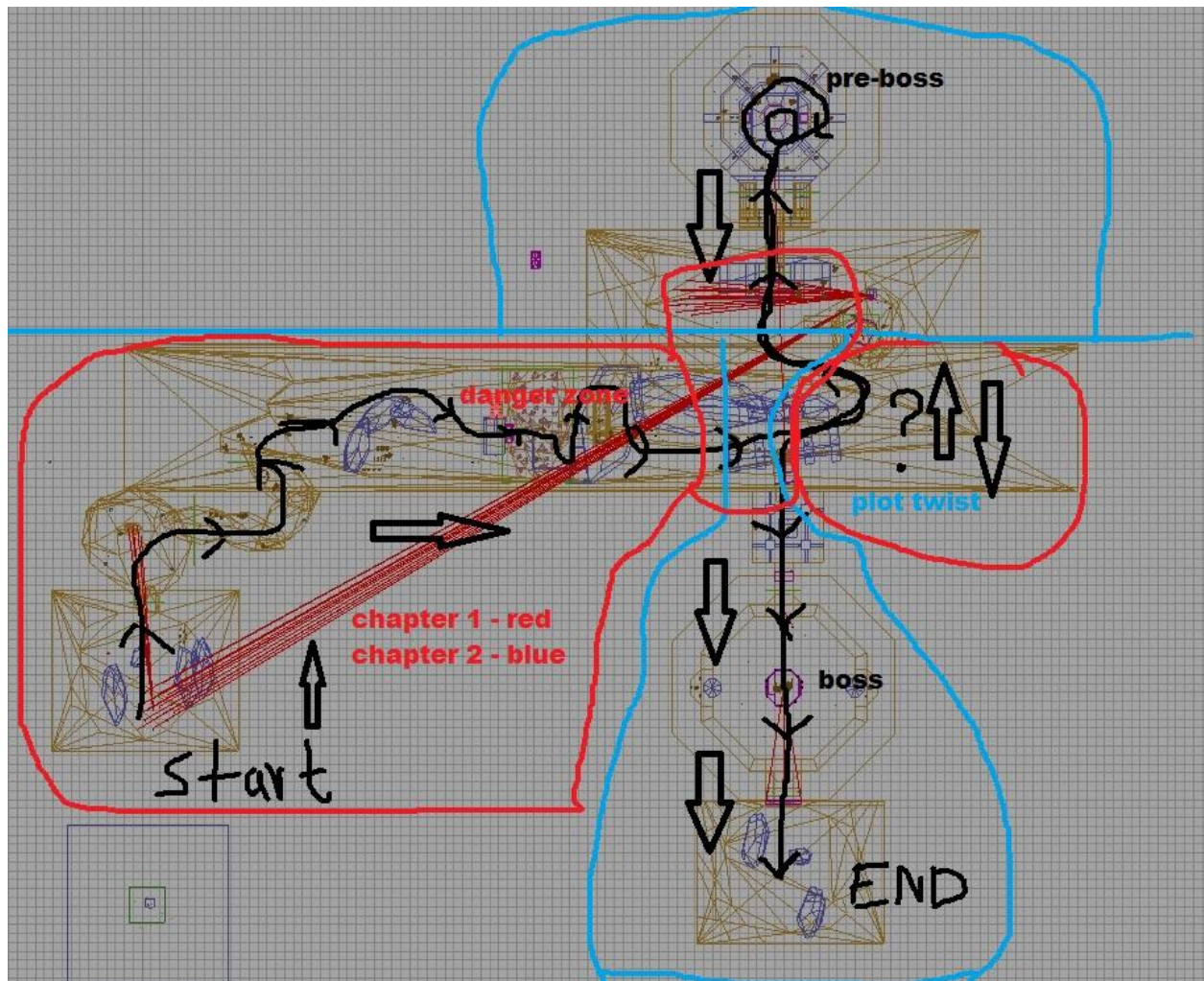
As you can see in this map, it guides the player perfectly, unto the player has given a certain puzzle.
Then it most go a somewhat uncertain route, encounters a big GASBAG eventually -- return,
Only to get more trouble.

THEM USE OF THE WEAPONS, TEAM, make them go RAAAAAARRRHGGG....That is MonsterHunt.

Ok, Ok, Please nothing obnoxious! There are some maps only to make people disconnect) but that's another story. So to make genuine, chronological MonsterHunt maps, use this order it is almost never ending unless you give it a stop. It's like a movie, a book, or television soap. Or give it an example you like. BRING THE ACTION.

**To bring this into a perspective remember this streamline.**

1 Spawn ☞ PROCEED ☞ FIGHT ☞ PROCEED ☞ FIGHT AGAIN ☞ .... some SAVE... take a "breather" ☞ and bring the TROUBLE twice as much ☞ **end of your current chapter**. ☞ **2nd**

Spawn ☞ FIGHT ☞ PROCEED ☞ FIGHT AGAIN ☞ .... some SAVE... take a "breather" ☞

FIGHT ☞ BOSS(es) ☞ ..... ☞ ...   ☞ .. ☞ . ☞ repeat till end.


A perfect example of this is *MH-Assassination.* **This is truly a very fun map to play.**

It blends, light and dark scenery, different action stages and a safe spawnroom. 'Scary' rooms, uncertain routes and pickups scattered everywhere. You can read the word 'proceed' in this case as corridors or hallways with no monsters. "breather" as-- rooms where there no monsters to wait on your teammates / bots. Or just nice rooms to provide only ammo, health or other pickups.
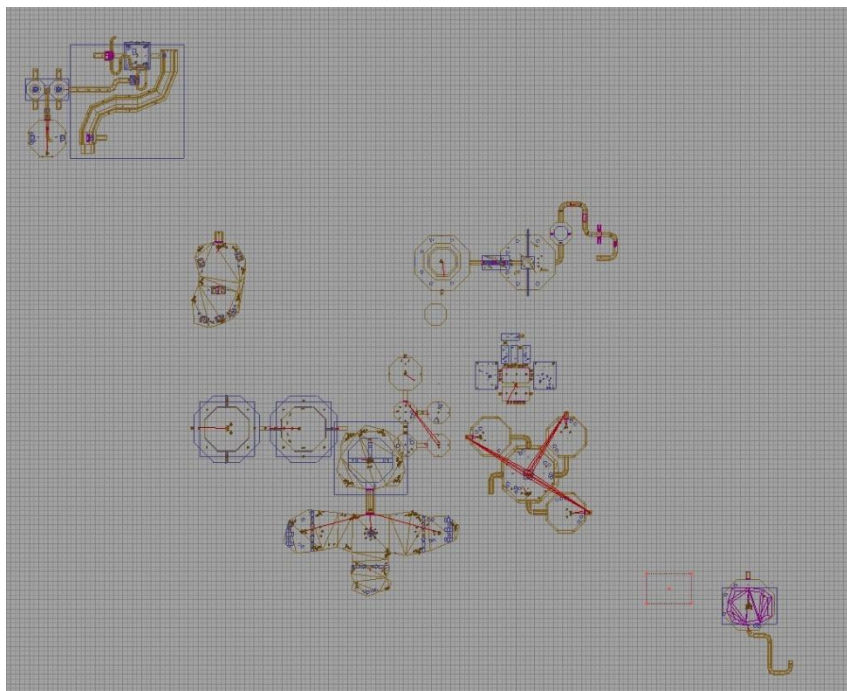
MH-Assassination

But this map has 2 major flaws: *Too many teleporters, and (some)weapons are not directly available.*
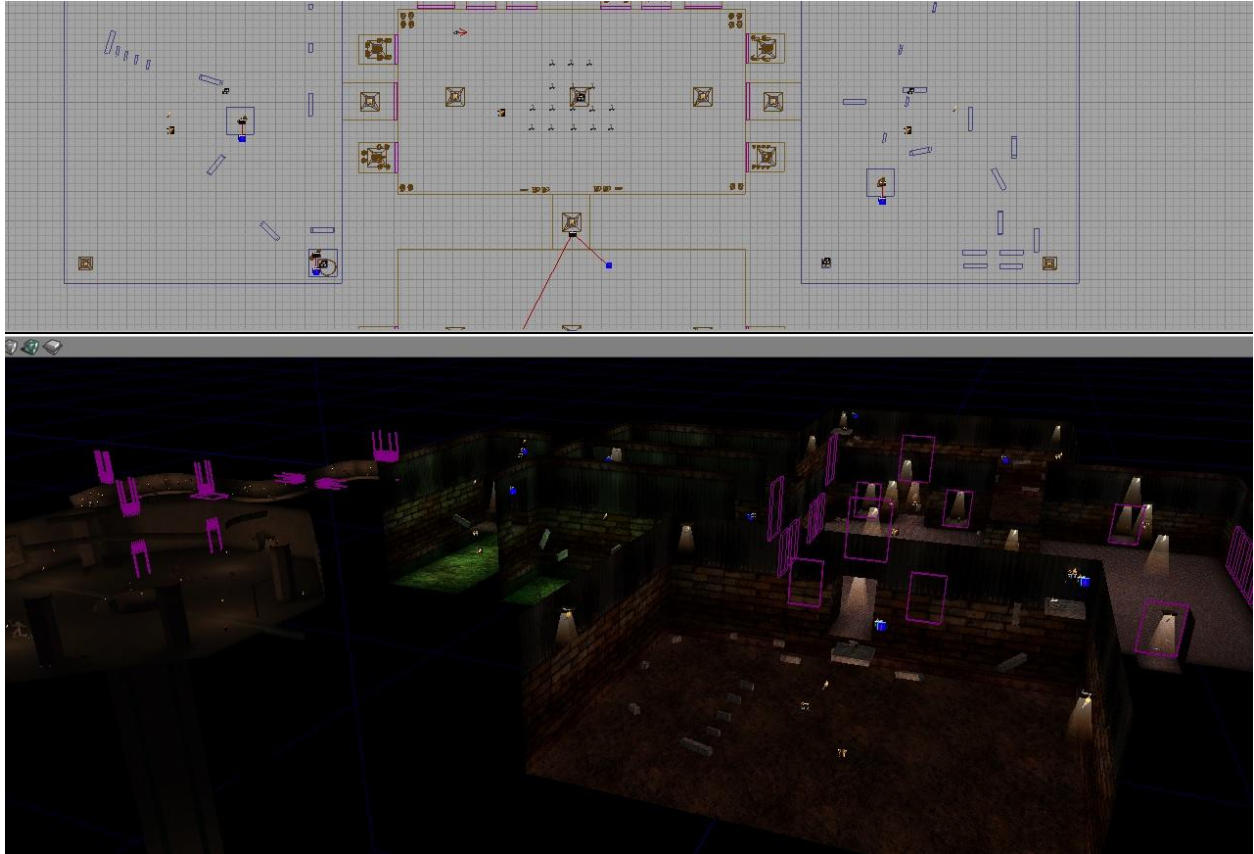
MH-Assassination

Some weapons in here are not directly available, as you must run a BT track to unlock them. Many players sincerely hate it, some people like the challenge. Well, it is nothing but time consuming and annoying if you cannot proceed well because you don't have the weapons you need. For fresh connecting players and early game this is a PAIN. The map should have more balanced in this case-- if the weapons where available after a certain stage or boss fight. Connecters happy, current players happy, future connecters happy.

**I highly suggest playing this map (MH-Assassination), study it, and get inspired by this map.
You may of course choose another map you like. Take a map you like and or wish to recreate.
The reason I selected this map, because it covers most MH parts broadly. And learn from the mistakes this map has too.**

Which teleporter to choose? No signs, no monsters statutes, no numbers. Nothing but CONFUSING.
So <u>minimize teleporters</u> as much as you can, unless you make the player obvious where to go.
Experienced player or people who know the map have no trouble with this, but it about the principle.
Teleporters BRING CONFUSION. Make it obvious -- use texts, signs, sounds, anything, if ever want to
make such maps. But I highly advice you to not. As much fun this map gives, it is confusing, annoying
and requires some skill in jumping, BT and other stuff. Not MH. So make this at your own risk.

<mark>Tele = teleporter</mark>

I killed the first boss(es) and the second tele is available, but the first tele is still active and available.
The tele of the first chapter should either disabled or not available (mover back to its blocking position)
Only upside of leaving the tele active is that players can checkout all stages for forgotten monsters and
see the whole map when connecting later in the match.

As there are so many good maps out there I will point out some other maps which are worth playing and checking out in the editor. I will provide you a list and pictures of _some_ honorable MH Maps. There a thousands of good maps out there.

Hereafter we will study the actors from beginning to start! =)

Some Honorable MH Maps.
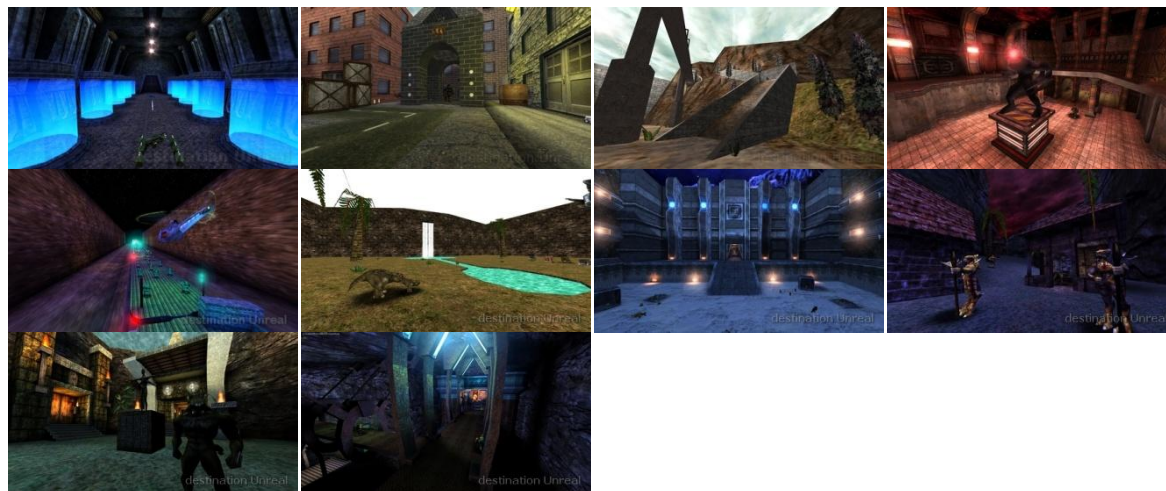
MH-AlienX - Energizing, team pumping map!

MH-HiSpeed-Train-HTD - Truly on a mission!

MH-ICRedone(Rex) - Huh what is going on? The weirdness is the great thing on this.

MH-Barrier - Well made, mission map. Good guiding.

MH-Annihilation-V240 - Fierce action, blood pumping map!

MH-ShakrahV2 - UnrealSP feel to the bone! Amazing map!

MH-LandsofNaPali -UnrealSP. Amazing and immersive map! A bit confusing, but worth roaming.

MH-KrogaarSE - Truly beautiful and well designed!

MH-Tarmation2 - The most godlike MH map I've ever met. I truly bow down to this mapper.

MH-HellFireV3-UTJMH - Well made, good guidance and complotting to the bone. Nice visuals.

I highly recommend to play, study and be inspired of these maps. They offer a true MonsterHunt gameplay, are somewhat complex in a certain way , they are guiding and have very good balance between detail and fun gameplay.

Again there are many more worth checking out, this is just a small honorable list.

MH Mapping actors and events

Here we are, let's use the actual editor. Let us talk about important actors that have a very important role. Let's summon them up and their applies.
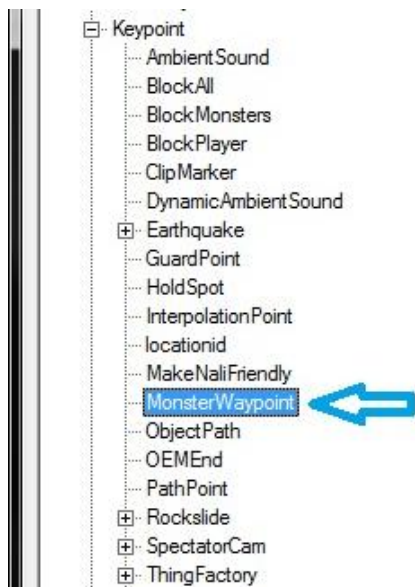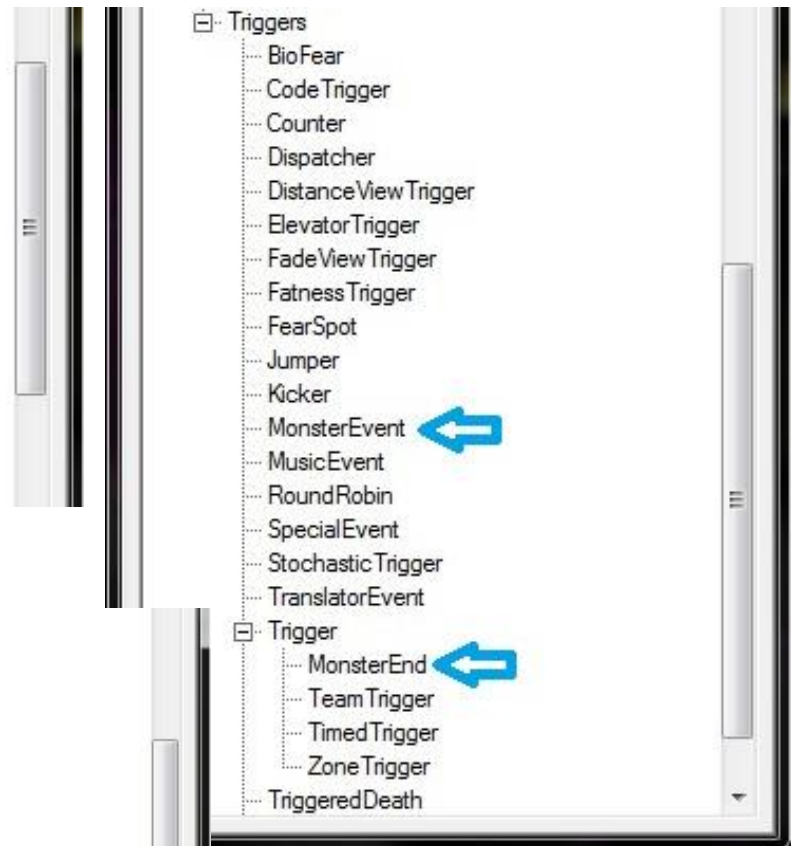
the MH actor with the actorclass browsers
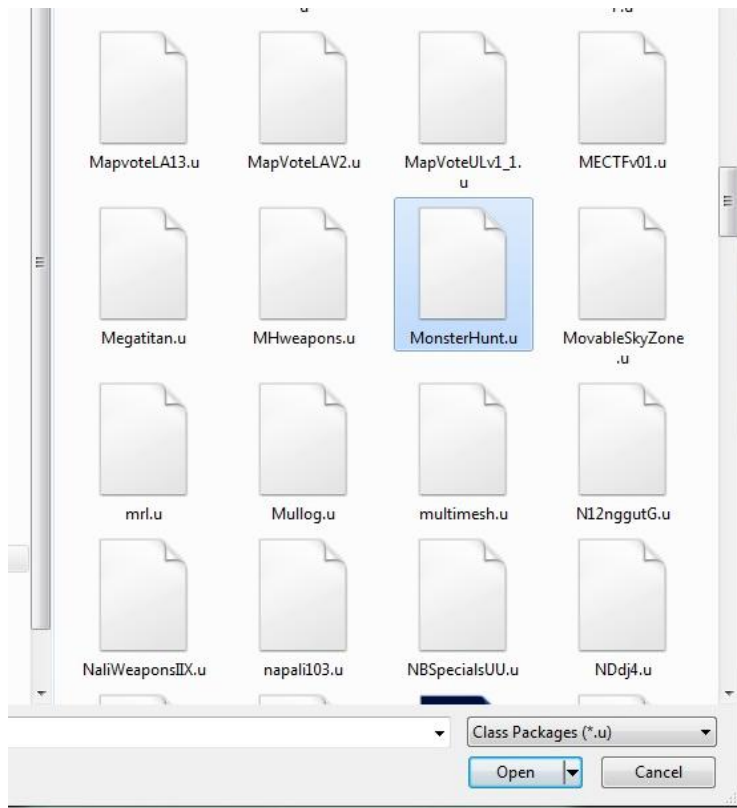
It will give these actors:
- **MonsterHunt game actor** - to be put in the default gametype settings in LevelProperties.
- **MonsterEvent** - A screen displaying message that last around 5 seconds. This is your main instruction actor when creating intros, progressing and outtro's. All players will see this on their screens. Very important actor in telling the ' story ' or just as a ' thank you for playing' message.
- **MonsterWayPoint** - The actor to tell bots where to proceed, from point A to B to C. You can adjust the priorities by applying numbers.
- **MonsterEnd -** And of course the most important of them all - the MonsterEnd actor. The use of this may should be obvious -- it lets the game know that when this point is reached : Finished!

This page shows where they are in the actor classes browser.

GameInfo
- TournamentGameInfo
  - DeathMatchPlus
    - ChallengeDMP
    - ChallengeIntro
    - LastManStanding
    - TDarkMatch
    - TeamGamePlus
      - Assault
      - CTFGame
      - Domination
      - **MonsterHunt**
    - TrainingDM
  - UTIntro
- UnrealGameInfo

Triggers
- BioFear
- CodeTrigger
- Counter
- Dispatcher
- DistanceViewTrigger
- ElevatorTrigger
- FadeViewTrigger
- FatnessTrigger
- FearSpot
- Jumper
- Kicker
- MonsterEvent ⇦
- MusicEvent
- RoundRobin
- SpecialEvent
- StochasticTrigger
- TranslatorEvent
- Trigger
  - MonsterEnd ⇦
  - TeamTrigger
  - TimedTrigger
  - ZoneTrigger
- TriggeredDeath

Keypoint
- AmbientSound
- BlockAll
- BlockMonsters
- BlockPlayer
- ClipMarker
- DynamicAmbientSound
- Earthquake
- GuardPoint
- HoldSpot
- InterpolationPoint
- locationid
- MakeNaliFriendly
- **MonsterWaypoint** ⇦
- ObjectPath
- OEMEnd
- PathPoint
- Rockslide
- SpectatorCam
- ThingFactory

MonsterHunt Assembly part1 Workflow

Since MH takes up a lot of time, it is wise to have this as your guideline.
Starting from the top to the bottom.

1. *Think of an idea. What are you going to make (or update)?!*

2. *Build your map in general using brushes, zones, terrain , and skybox.*

Just simple lightning , simple textures, and simple brushwork. <u>Nothing detailed</u>

*Do **not** run the map unless you have the urge to do it. You will restart the map over 20.000 times in the future (speaking figuratively). Trust me you are going to start up the game many times. Try testing your map, as less as possible. Backup often. MH is very time consuming*

3. *When you are satisfied with a global idea, then add a couple of monsters in your map, not 1.000. Spread them around. Add Weapons, some pickups as well.*

4. Test and go play your map. This is the part where you get ideas, inspiration and suggest yourself into things. This is your actual dream weaver. All the ideas all the suggestions and all the 'errors' you find are your FUTURE makings. This step is very crucial. Write them down.

5. *Let your product flow. All the things in step 4 will be now yours to make. Whether it be brushwork, lightning, or monsters, it doesn't matter. Don't think. Just do it.*

This is the great secret behind any form of art. Make your product whether good or wrong.

Make anything from here. New rooms, Secrets, advanced lightning? ***Proceed and repeat this step till you are done. Like 'done - done'.***

6. Play, test and evaluate. - Update and work on what is be needed to work stable.

7. Upload your great work, if you want to. Starting alpha, beta , main... etc...

*8. Ask for tips, commentary and suggestions, if you uploaded it.*

9. Repeat. Start from step 1 again.

MonsterHunt Assembly part 2
Guiding the adventure!

Three chapters to remember: intro - midway adventure - ending (outtro)
I'm going to use this map as simple presentation which actors make the adventure juicy, warm and adventurous big time! You can read the trigger area, as a somewhat mid-way.
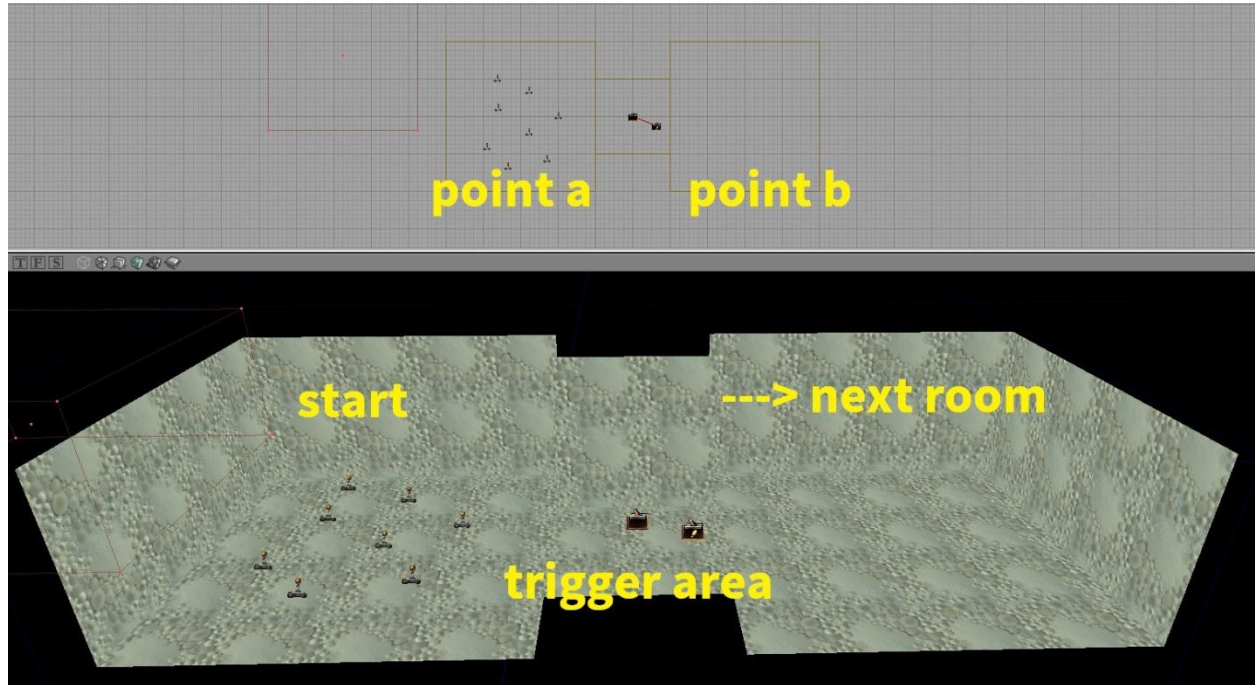
There are plenty of actors that available. Let's have this list for now:

-Trigger   -MonsterWaypoint
-Dispatcher   -MonsterEnd
-Counter
-SpecialEvent
-MonsterEvent
-MonsterEnd
-MusicActor.

The Trigger actor will be your number 1 favorite actor in MH. Love it, hug it, and use the actor as much as you can. _With this you can trigger messages on the screen, play sounds, music, let people get trapped, get confused, but also get going._ You can do 100000000 things with the trigger actor, depending what you connect to it.
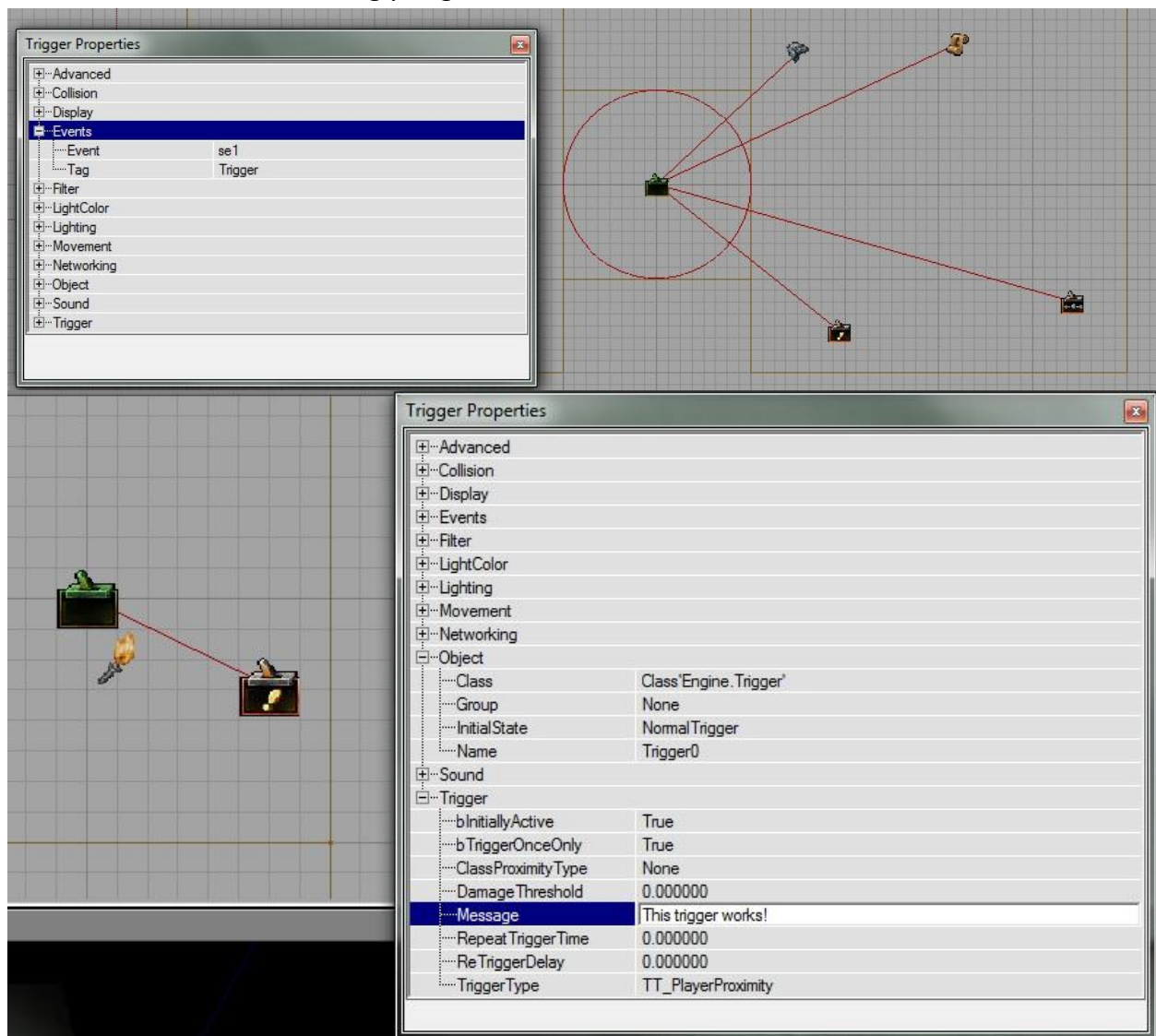
Remember this:

For a SINGLE event (Triggered actor) use : Trigger > Actor

For more than 3 events : Trigger > Dispatcher

You can use a single trigger on more than 1 event, but this only possible if all triggered actors wear the same tag. Shown below

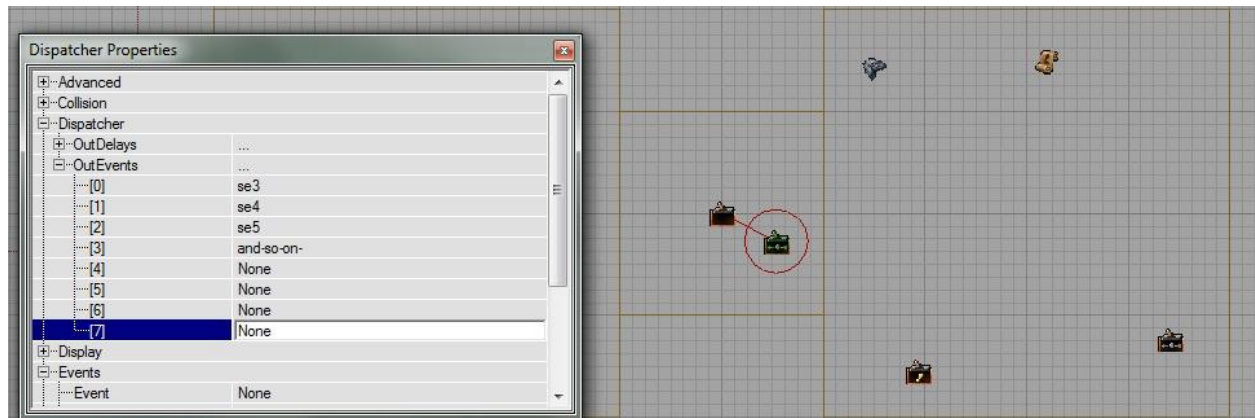The trigger has as event: se1 . The SpecialEvent actor has the tag: se1
If more actors use the same tag you get this:

It is import to check and configure your triggers well. If you do not do this, this can crash, stop or just block the way for players, forcing a revote.

Trigger > Dispatcher

The only and only function of a dispatcher is the same as a normal trigger.
But as said before, this is a more structured and easier way to trigger more events.
You can even set timers in the OutDelay functions
The numbers are TIME IN SECONDS. 1 = 1 second. 0.1 = 1/10 second (very fast)
3 = 3 seconds. Etc.

I named the dispatcher as tag 'se2' and the rest I called numerological. Se3, Se4, Se5 and so on.
As you learn now, this method prevents alot of sight-blocking redlines but is slighty unclear.
You must enter the dispatcher to lookup everything again. This is up to you, depending the situation which you are trying to create.

The numbers ARE CORRESPONDING TO THE ACCORDING EVENT UNDER OUTEVENTS.
Piece of cake.

See next page. This explains all functions
Next picture, COPIED AND PASTED FROM "Birrabrothers UED tutorials". Credit to him/them.

Property	Specific
+Collision	
CollisionHeight	Height of the collision cylinder area.
CollisionRadius	The Radius of the collision cylinder area.
+Events	
Event	Ident name to be sent when trigger is triggered.
Tag	Used if the trigger should be triggered by other trigger.
+Object	
InitialState	Activation status of trigger.
+Trigger	
bInitialActive	If the trigger should be active or not.
bTriggerOnceOnly	Set if trigger can be triggered more than once or not.
ClassProximityType	Used if InitalState is "ClassProximity" to determine what class.
DamageThreshold	Used if InitailState is "Shoot" to determine amount of dmg needed.
Message	Displayed message each time trigger is triggered.
RepeatTriggerTime	Repeats the event for each time interval as longs as trigger is active.
ReTriggerDelay	Delay before the trigger can be triggered again.
TriggerType	This is how the trigger should be triggered.

Different Trigger Types:

TriggerType	Specific
PlayerProximity	Activated by all players, including real-life and bots.
PawnProximity	Activated by all creatures, players, bots.
ClassProximity	Activated by Class specific actors only.
AnyProximity	Activated by any type of actor.
Shoot	Activated by damage, "bDamageThreshold", from shot.

The trigger can also be controlled by other triggers.
This is the different "States" a trigger can have:

InitialState	Specific
None	Trigger will be inactive and useless.
OtherTriggerTurnsOff	Triggers "bInitalActive" will be false when triggered
OtherTriggerTurnsOn	Triggers "bInitalActive" will be true when triggered
OtherTriggerToggles	Triggers "bInitalActive" will change when triggered
NormalTrigger	Default and trigger is immune against other triggers.

So the trigger is the 'trick' for events, actions and make special moments. Which actor should it connect to? Let me show you.

Trigger ><   (See picture from BBdrac for reference)

Message : Hello world!
When you touch the trigger it says Hello World! EVERYTIME you touch it. So what do we do?
Yes: Put bInitialActive to false , *to make the trigger go off once, and never ever more.*
This setting is very important. Or Set ReTriggerDelay in <u>seconds</u> you wish.

Trigger > SpecialEvent

Toy with the settings under: Object - InitialState. You will figure it out soon enough
Enable SpecialEvent > SpecialEvent - bBroadCast - to true. (This casts the message to all, if this is to false, it's only YOU, or the player that touches it.

Under InitialState : Use : DisplayMessage, to broadcast your message, to all.
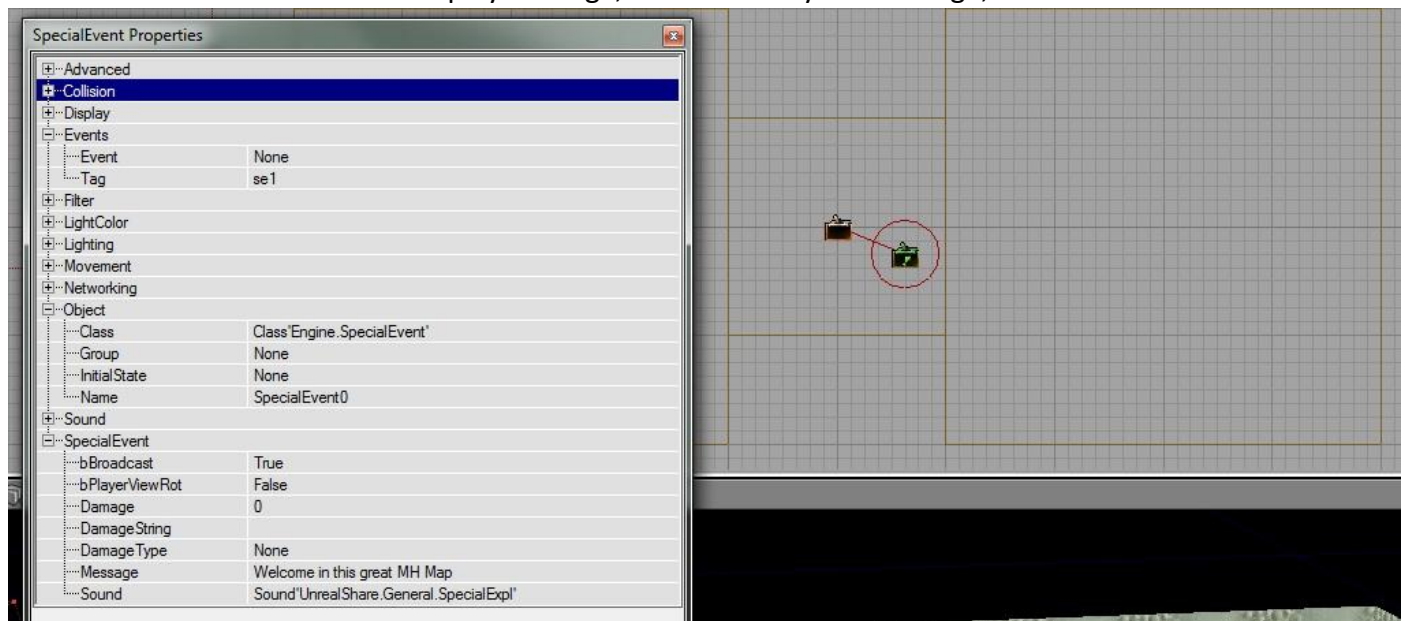
How to have a simple message in the chatbox / log / IN FRONT OF SCREEN in GREEN letters
Trigger > MonsterEvent

This is the MonsterEvent actor. These are nice green letters, that last around 5 seconds so people have more time to read. This is your number #1 actor to tell the story (read: Adventure) It is the same thing as the SE and Dispatcher.
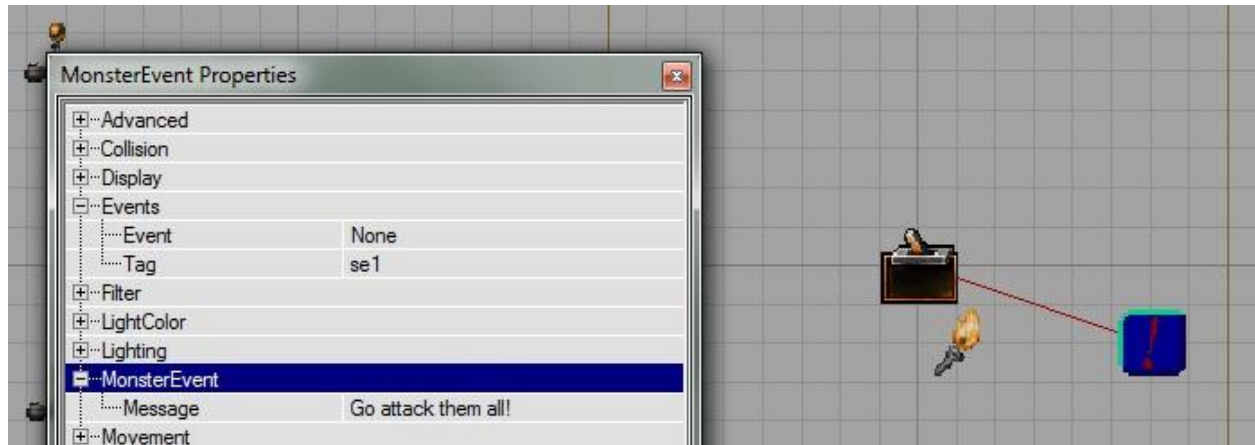
So when you touch the trigger it will say: Go attack them all!
Telling the story needs more sentences right, so what do we use? ...... ???. Guess it. ......
tictoc tictoc tictoc tictoc tictoc tictoc tictoc tictoc. Times up. If you guessed ' duplicate the actor and change the text' you are right. But remember change the TAGS! Otherwise it will not work. What do use when more than 3 actors going to be triggered? Yes, the Dispatcher.
Duplicate the ME actor several times and name the tags numerological. Shown below

This is my intro:

I'd recommend not using more than 5 ME actors at the beginning. <u>Use clear, short sentences.</u>
Spread the story around the map, not all at once. You getting where I'm aiming at? Nice.
Toy with the OutDelays from the Dispatcher, this is your time-framework. 5-8sec is perfect.

MH-Assembly - Music and Sounds

As you should ascertain chapters in your gameplay, people find it nice to have multiple songs to listen too. A map that has a 45 min gameplay, with only one song is HORRIBLE. At some point you hate it, or just don't hear it anymore. Your brains / ears filtered it away.

To change the music in-game
Trigger > MusicEvent
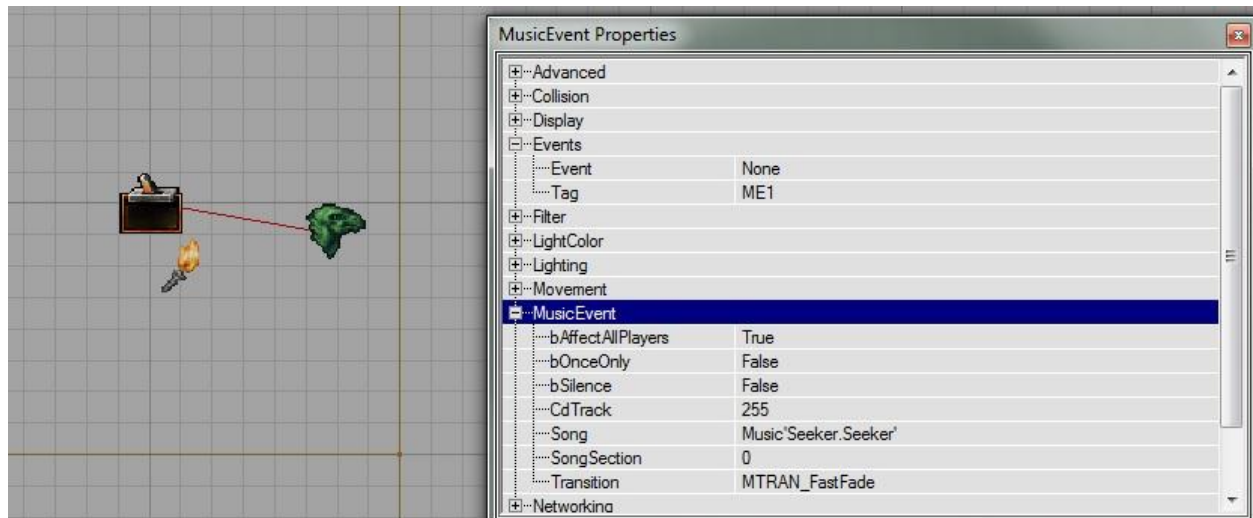
BAffectAllPlayers: TRUE
That's always be your choice for online gameplay, unless you have strategic player for player sequence. (like slow relaxed players, still behind the others) Song: select a song in the music window. This (picture upshown) will play the song Seeker when you touch the triggers. Remember, **the trigger** must be : TriggerOnceOnly, Not the ME. If the ME is set to bOnceonly it will play the song just once. *Trigger once , keep playing the song over till the next song is hit. That is how you should want it. REMEMBER: CHECK THE TRIGGERS RADIUS, TO MAKE SURE THEY HIT / TOUCH IT.*

Transition speaks for itself -- How do you want the Music's intro? From low to high volume in a fast or slow way? Your call.
 bSilence is a mute option.

Rest of the options are advanced stuff, It's wise to leave them alone. (For now)How many tracks to add? - That depends entirely on your map, and plan. (READ: Adventure!)

Adding sounds and effect is essential to any digital form of art (Videos, presentations etc...)
Unreal is all about sounds and music! Let me show you.

How to play a sound (+ text)

Trigger > SpecialEvent
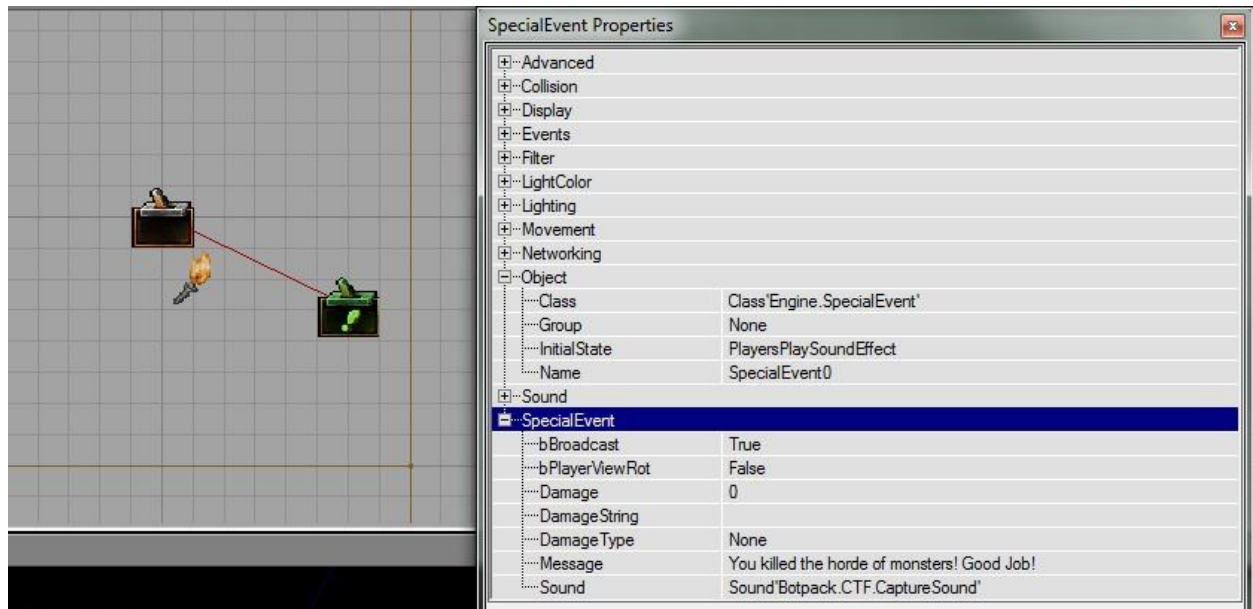
Set under Object : InitialStage: PlayerPlaySoundEffect.
This will cause to all players hear the sound. Under
SpecialEvent:
bBroadcast = True
Message = Whatever your message is. This is also in blue letters.
Sound = Open an UAX package and select a sound, then hit use.

 So this trigger setup would be cool after a horde of monster is killed and proceed to next room,
it will popup a message, play a sound and will be all to hear. Toy a bit with the seconds, it will
speak for itself.

TIp!
*You can also leave the message blank, and add an extra MonterEvent actor with the same tag
as the SpecialEvent. This will make the event more obvious. So the trigger will have 2 red
linked lines to a ME and SE actor. Remember for more events, use a dispatcher!*

How to play an ambientsound (+ text)
Trigger > SpecialEvent
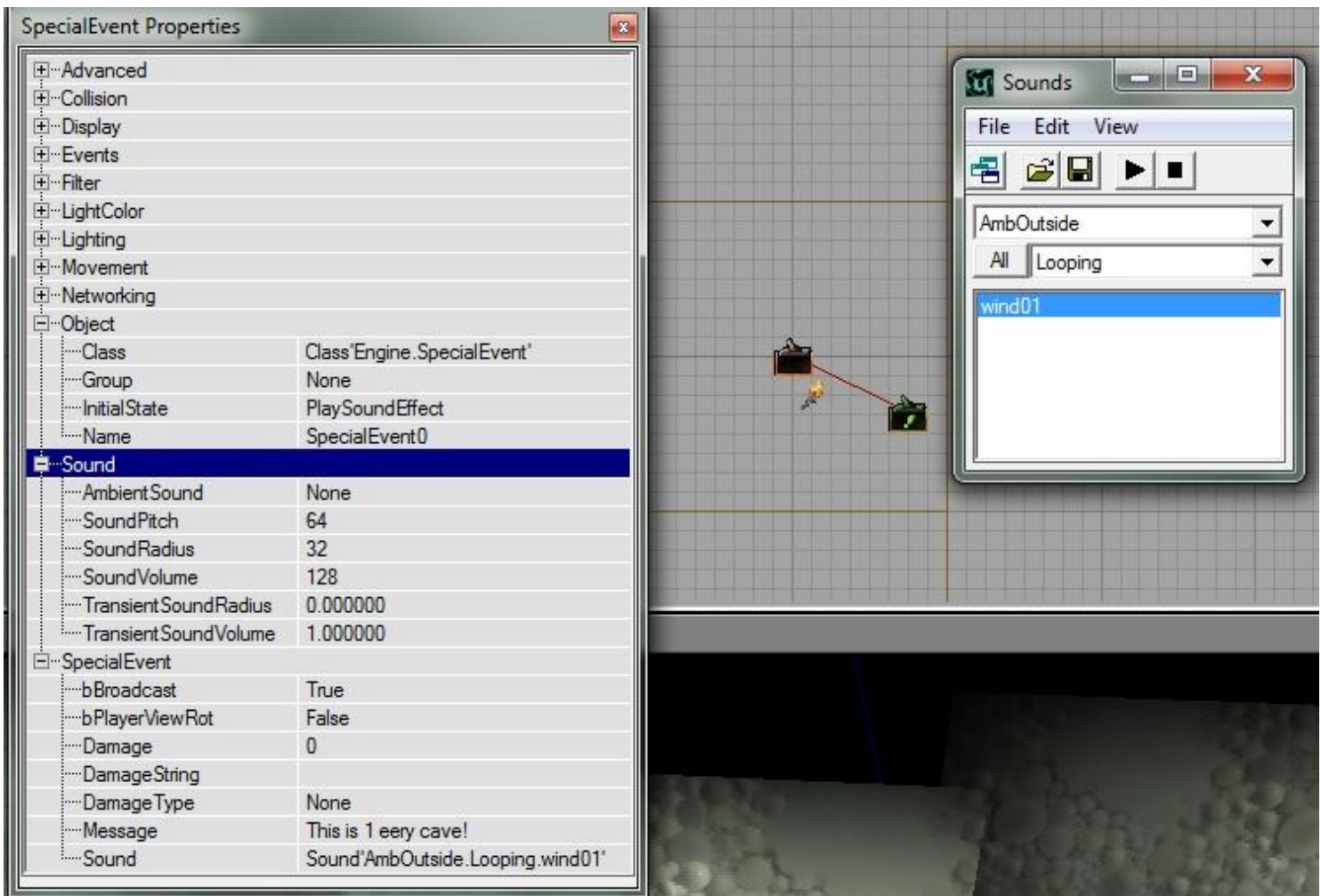
This is pretty much the same configuration as the previous one. Only make sure you select under InitialState : PlaySoundEffect. Also make sure you have a 'looping' sound. The settings under Sound are are mixer settings (read VOLUMES). If you put a looping sound under Sound : AmbientSound, this bypasses the trigger and plays music/sound regardless of it's trigger.

Remember this:

PlaySoundEffect - is AREA OF EFFECT AUDIO. Based on RADIUS.
PlayersPlaySoundEffect - Bypassed audio is and directly streamed to the listeners.
The tab Sound is your mixer!

How to guide bots - The MonsterWay actor

Pathnode > Monsterway * THIS PAGE IS UNDER CONTRUCTION / REVIEW/ *Will get updated.
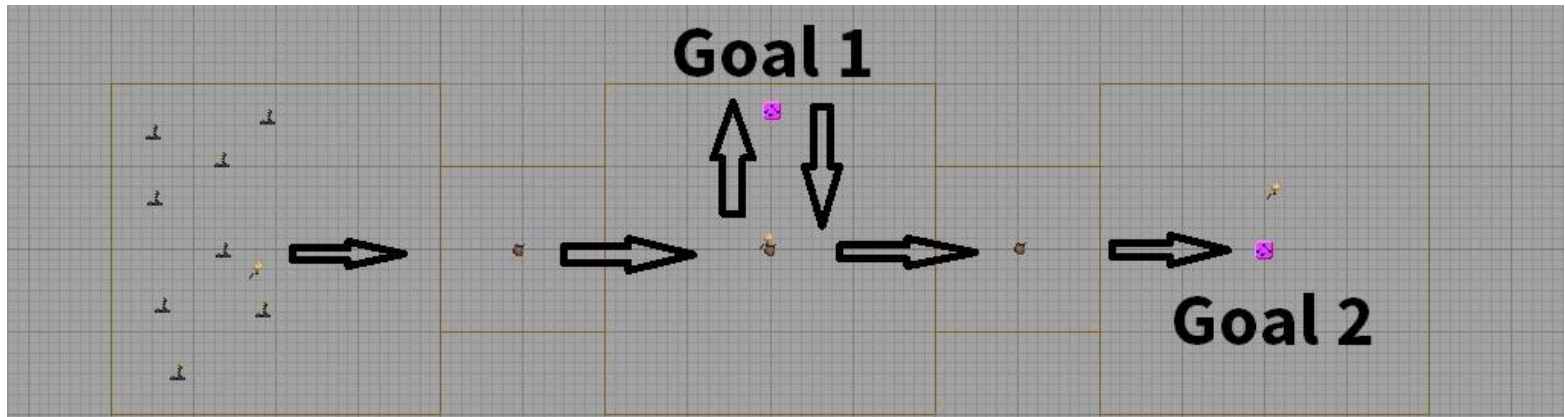
The MonsterWay actor is an actor that doesn't need to be triggered. It should be attached to pathnode network. It is a funky pink actor. The only and only function of this actor is giving structure to the BOTS from going to point A to B, to C etc. So this is a 'self-trigger'
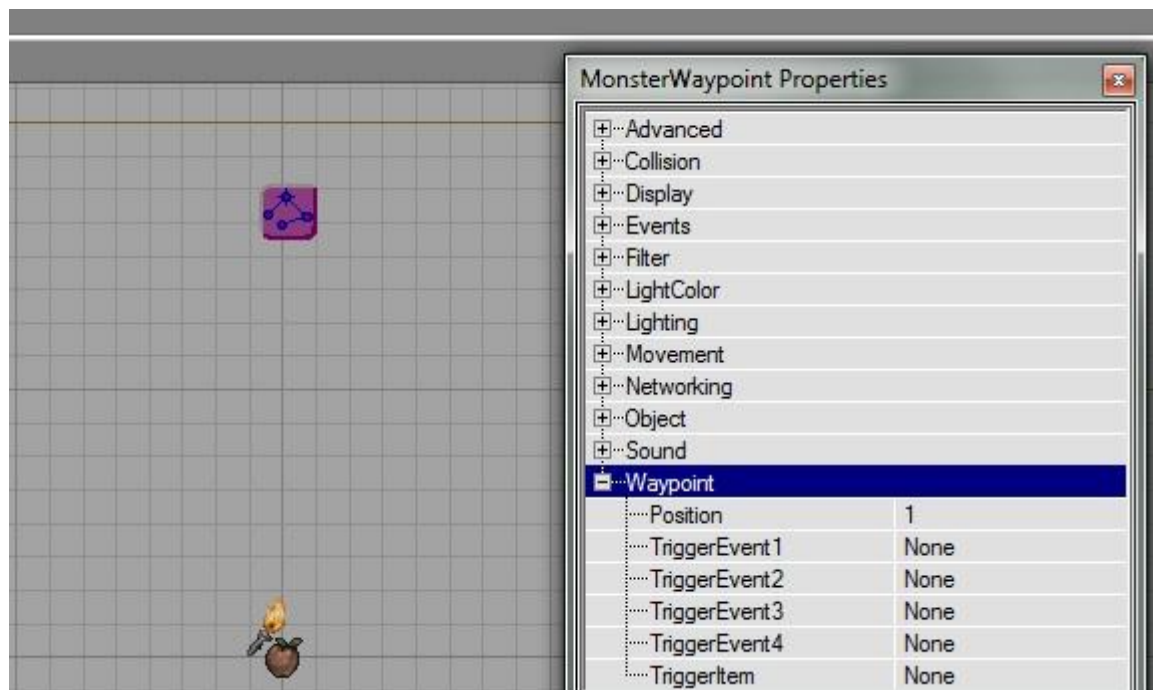
Position 1 is the lowest setting, so it's the first priority, onto 2, 3. Bots will walk to objective 1, then walk to two. Self-explanatory. TriggerEvent, is build-in DISPATCHER, but without timers. These are experimental options. This will be updated later on how they work.

TriggerItem triggers directly the NAME of the OBJECT. NOT THE TAG.
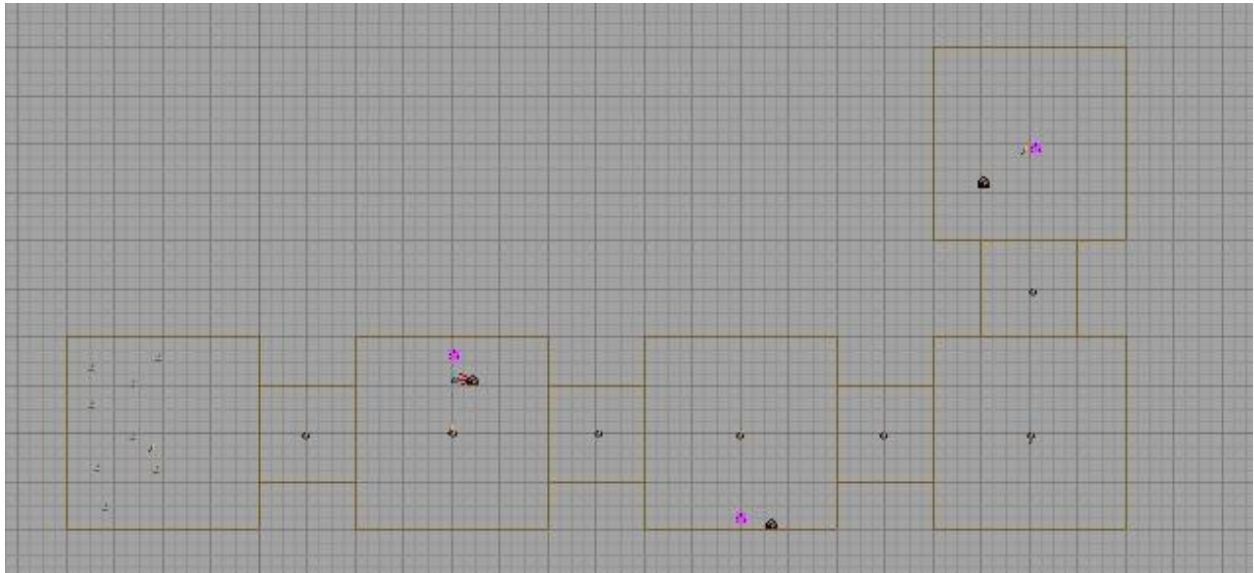
Under Object from the SpecialEvent we are looking:

⊞ Networking	
⊟ Object	
Class	Class'Engine.SpecialEvent'
Group	None
InitialState	PlayersPlaySoundEffect
Name	SpecialEvent0
⊞ Sound	
⊞ SpecialEvent	

The TriggerItem from the MonsterWayPoint we type in... and hit enter! Editor fills in the rest.

TriggerEvent3	None
TriggerEvent4	None
TriggerItem	SpecialEvent'MyLevel.SpecialEvent1'

This same method is for other triggers, dispatchers, movers and other actors. It triggers the actual object, not a name of a event!

TriggerEvent will explained later on.   * will be updated *

So to use the MonsterWay actor efficiently, use this actor near buttons, levers and or important locations to proceed. Here is a little streamline, read the words as rooms and areas.

PlayerSpawn > proceed > Pickup weapons > Fight > Proceed > "MonsterWaypoint" > important button / trigger > proceed > Fight.

Example: The MonsterWay point is near other triggers, that enable a new spawnpoints, and give a few new message as well. Good!

Example #2 MH-Revenge. This is also a wise spot to make sure they go the movers to further proceed onto the pathnode network.

Pathnode > MonsterEnd

The MonsterEnd is the actor what makes the ending. <u>It immediately stops ALL</u>. And will present the highest scoring player, + the the scoreboard.

MH-Revenge

The actor can be triggered, but also be touched. So you can put a trigger to a certain button that triggers the ending, but you can also touch it radius to make it go off. There is no configuring this item, but to place this item. Just make sure it is reachable for bots and players, or the ga So don't place this actor in the air or in a unreachable location. me will NEVER END, till the time has ended or arborted. So choose the location wisely.

You can duplicate the actor to make sure they hit the ME radius, but, once hit, it stops ALL.

MH-Assembly - Monster setup.

We are talking about MonsterHunt, so lets talk monsters. You can find monsters under pawns in the actor classes browser.

```
□ Pawn
    ⊞ Bot
    ⊞ Bots
    ⊞ FlockMasterPawn
    ⊞ FlockPawn
    ⊞ PlayerPawn
       Scout
    ⊞ ScriptedPawn
    ⊞ StationaryPawn
```

Bot, BOTS, PlayerPawn, Scout and StationaryPawn - are advanced stuff. It is wise to leave that alone, unless you know what you are doing. (This involves mostly a bit coding / adding certain MyLevel packages to map.) Experiment with it if you want, but I advice to leave it alone.

As for MonsterHunt your interesting options are :FlockMasterPawn, FlockPawn, and SciptedPawn. These have subsections of monsters.

```
□ FlockMasterPawn              □ ScriptedPawn
     BiterFishSchool              ⊞ Brute
  ⊞ HorseFlySwarm                 ⊞ Cow
     ParentBlob                      Devilfish
□ FlockPawn                         Fly
     Bird1                        ⊞ Gasbag
     BiterFish                    ⊞ Krall
     Bloblet                      ⊞ Manta
     HorseFly                     ⊞ Mercenary
     NaliRabbit                   ⊞ Nali
                                     Pupae
                                     Queen
                                  ⊞ Skaarj
                                     Slith
                                     Squid
                                     Tentacle
                                  ⊞ Titan
                                     WarLord
```

As I will not explain every monster to you,, there are already pages that have done this.

The following are COPIED / PASTED from UNREALSP.ORG ALL CREDIT TO THE AUTHORS!

http://www.unrealsp.org/legacy/gameguide/creatures.html

Unreal Creatures

see next page!

Benevolents

Nali Rabbit: Cute and entirely harmless, Nali Rabbits are often found grazing the grasses of the planet. Try not to step on the poor things as that will almost certainly result in their gibbing. Mind you, that is probably an incentive rather than a disincentive... anway, these cute little Nali Bunnies pose no threat to you... unless of course you have six Eightballs loaded and think you are locked onto a bigass Titan but are in fact locked on to one poor doomed Nali Rabbit.

Baby Cow: Unmatured offspring of the harmless and stupid Nali **Cow**, these small creatures are seen very occasionally, normally with the larger adults. Like the adults, they are grass grazers, and will take no notice of you unless you do something to threaten them, at which point they will panic and run all over the place, often getting in the way of your fire. Mind that rocket...

Cow: Adult versions of the **Baby Cow**, these slow and un-intelligent creatures are pretty much irrelevant. They are farmed by the Nali for their milk, hide and meat and are thus often found in Nali barns or enclosures. They have a distinctive mourfnful call which will instantly inform you of the presence of one of the creatures; the **Baby Cow** also has a similar but higher pitched call.

Nali: A plain Nali is the basic towns-person and worshipper of the planet. A benevolent and timid race, the Nali are easily afraid of threatening creatures. However, if your rate of Nali survival is high, you will often find that these four-armed people will summon you and lead you to some kind of helpful and powerful item. For this reason, endeavour to save as many Nali as you can from attack, and *never shoot them.*

Nali Priest: The Nali are a simple and holy people. These more colourfully tattooed versions of your basic **Nali** frequent the planet's temples and sacred sites. Or at least they used to, until the Skaarj came along. Now these Nali like the others are also suppressed and in fear for their lives. That doesn't mean to say that a Nali Priest can't be just as helpful as a basic Nali if not mistreated...

Critters

Biterfish: These small native piscines travel in shoals. Some shoals will completely ignore you, but get too close to other shoals and they will start to show interest in you via their teeth; each bite does 1 point damage. Not much, but they bite repeatedly so it mounts up. They are too small to be worth killing and are difficult to target, so it is best to simply swim away if they get too busy, and save yourself the ammo.

Devilfish: These large-jawed underwater denizens are devout meat-eaters and can give quite a powerful bite. When a Devilfish spots you it will pursue you relentlessly until either you or it is dead. Although there is an advantage in that they will also go for critters that jump in after you, Devilfish are best exterminated quickly to avoid losing too much health, so tackle them, but make sure that you don't forget to come up for air. There's nothing more annoying than drowning whilst fighting...

Squid: Hefty multiple-tentacled water natives who swim around with a distinctive ink trail. When they spot a target they swim at it head-first then whip round and lay in with a flailing tentacle attack. These enemies are quite hard, but given that nowhere in the game were they actually used, you only need to worry about them if you play custom maps.

Slith: Slith are large amphibious creatures which can slither lumberingly on land but who are really in their element wheeling around underwater. They have two main attacks in the form of spitting green acidic saliva, and a melee attack with large, fast and deadly claws. Get cornered by a Slith with its claws and you're as good as dead, which is why it's always best to fight them on land. They are much faster and more manouvreable than you underwater, so if met by a Slith underwater then get away as fast as you can. Push them back using a weapon with kick like the ASMD.

Predator (a.k.a. **Pack Hunter**): Predators are lightning-fast runners. One Predator on seeing you will probably squeal and run away, but will soon come back with several other Predators and pursue you as a group. They really are pack hunters, chasing a victim down in a flood and then forming a circle to tear flesh off the vanquished's bones. They are equipped with small but incredibly powerful jaws, so it is imperative that you never allow yourself to get cornered. Predators can run just as fast as you... *Return to Na Pali only.*

Spinner: Spinners like to lurk in dark shadowy places like crypts, mine workings and ancient temples. These spiders have two attacks in the form of flesh-tearing fangs at close range, and spitting acid at long range. Both attacks are nasty and best avoided, but of the two it is generally preferable to snipe and dodge rather than get torn to shreds. Watch out when visiting dark areas, because Spinners can drop down and ambush you from unexpected locales. *Return to Na Pali only*.

Bloblet: These amoebas are highly acidic in composition. Creatures whose natural environment is space, their structure intrigued the science officer of the ISV-Kran. Aggressive creatures who follow you and deploy their acid on you if they can reach, they are difficult to target so explosive weapons are the easiest option. Such creatures were picked up in space by the ISV-Kran, Skaarj Mothership and UMS Prometheus.

Tentacle: Tentacles are immobile creatures that attach themselves to a ceiling, where they remain in a visually hard to pick out dormant state until a potential victim is nearby, whereupon they unfurl three tentacles and start firing spikes at the prey. If the prey comes too close then the Tentacle will use its limbs to give the prey a hefty whack that sends the prey flying back. Tentacles are not hard to kill but if left alone can whittle you down to quite poor health quite quickly.

Fly: These are not your average horseflies. These creatures can lurk inconspicuously in a corner somewhere then fly out and attack you when you are least expecting it, although you are given some warning by the distinctive rattly buzzing of the Fly's wings. Flies use their tail stings as weapons, so when one attacks it will fly at you then curl its tail under to give you a jab. Although not this attack too dangerous in itself, the Fly will keep coming back for more until either you or it is dead. They are not tough, so make sure that it is not you that dies.

Cave Manta: Cave Mantas are weaker versions of the basic **Manta**. A distinctive white in colour as opposed to the usual Manta green, these creatures only take a couple of hits to kill but tend to attack in groups of more than one. However they attack, make sure you use an appropriate weapon like the Automag, with which you can back off continuously whilst maintaining accurate fire. Cave Mantas suffer from the same lack of concentration as regular Mantas.

Manta: Mantas are small reptilian flying creatures who use their tails as nasty stings. A typical Manta attack pattern is to fly at you, then dart off to one side swinging its tail at you. It can deliver quite a nasty sting. There is one weakness though, Mantas tend to wheel off between attacks and swoop around. This gives you a good opportunity to get some shots in. Best weapon has to be the Automag, which you can use to accurately hit the Manta whatever it is doing. If it is following you, you can back off and continue firing. Otherwise, well, just snipe and there you are :-) .

Giant Manta: These larger and nastier versions of the regular **Manta** are much more dangerous than their miniature cousins. They are faster and require a lot more damage to kill, thus a certain change of strategy is required. Use a bigger gun than the Automag and circle strafe more (their greater speed gives them a boost on your backing off tactic). They do have a disadvantage though; their size makes them less manouvreable in cramped areas, giving you the opportunity for extra hits. *Only used in Return to Na Pali and some custom maps.*

Gasbag: These curious balloon-like night stalkers float around and vomit large red balls of explosive plasma at their prey (usually you). The plasma is slow-moving and has a limited range before it detonates, but if you get caught in it it is quite unpleasant. Thus avoidance is a good tactic. Up close, the Gasbag can beat you with its fists, so that isn't ideal either. Gasbags aren't especially tough but they can dodge projectiles, so good weapons to use are the Automag, ASMD and fast-action Flak Cannon (at closer range). Eightballs locked on can hit but often miss.

Giant Gasbag: This semi-boss is extremely rare. It is basically like a huge version of a regular **Gasbag**, but with the added attribute that it can spit out normal Gasbags as well as red plasma fireballs. The upshot of this is that you should use a big gun like the Flak Cannon to dispose of the Giant Gasbag before it has a chance to spawn too many regular ones.

Bastards

Krall: Long ago the Krall were enslaved by the Skaarj like the Nali. Now, the Krall are willing servants of the Skaarj, and are all too happy to carry out the Skaarj's dirty work. Krall are often seen as guards in captured Nali strongholds, and are seen to patrol these places swinging their concussion staffs as they go. As fighters, they possess two attacks; a whack with the staff close up, and an energy bolt further away. To a limited extent Krall can dodge your shots, but they are not as agile as Skaarj. They make up for this by attacking in numbers. Krall are determined fighters which will continue to attack even if you chop off their legs.

Krall Elite: Krall Elite are stronger and more highly-trained versions of your basic **Krall** guard. These elite fighters are often placed as commanding officers of groups of regular Krall, and are seen to charge with the troops. These blue-tattooed versions carry a more powerful concussion staff that shoots projectiles at a greater velocity. Krall Elite dodge more and take more punishment, so be prepared for a fight.

Mercenary: Mercenaries are rivals to Skaarj supremacy. Skilled at fighting in teams and building huge facilities, Mercenaries are formidable opponents armed with a machinegun, rocket launcher and invulnerability shield. At close range, they will fist you. Fortunately, most Mercenaries can't fire whilst under their invulnerability shield, so you do have a fighting chance. Mercenaries are quite nimble and can dodge your fire but not very effectively. Basically, lay into them until they're dead, but don't waste ammo whilst they're protected by the shielding.

Mercenary Elite: These guys are tough. They are like regular **Mercenaries**, but these blue-clad Mercenaries are more intelligent, stronger and have more health, but worst of all they can fire whilst using the invulnerability shield. This gives them a major advantage - if there's one creature against which you have to fight strategically, then it's this one. Fight carefully, or you'll be dead faster than a stepped on Nali Rabbit.

LesserBrute: LesserBrutes are the weakest breed of the Skaarj-engineered group known generically as "Brutes". These pink-skinned creatures are the first real opposition that you'll meet. At long range they fire rockets, close up they whack you with the flats of their guns to quite considerable effect. Where you have the advantage here is the LesserBrute's lack of speed and its relative fragility. Plus, LesserBrutes don't generally have the intelligence to lead you with their rockets. Make the most of it!

Brute: Basically, a larger and more powerful version of the **LesserBrute**. Brutes are later-game enemies, being rare in the early maps, only appearing once in the Rrajigar Mine facility. They are all over the place at Dasa Pass and the Nali Castle but that is later on in the game. Anyway, their rockets and swipes are still powerful, and they have more health; they still don't lead you with rockets but it's easy enough to get hit. Identification: beige colour, as opposed to a **Behemoth**'s light blue. More armour than a LesserBrute.

Behemoth: Relatively rare, until *Return to Na Pali*'s Foundry Tarydium Plant. Behemoths are more powerful versions of **Brutes** that take a lot more damage and can lead you with rockets. They are huge, which is a disadvantage to you, but it does have the one benefit that they are less manouvreable. Behemoths are tough, but you won't meet them too much. Identification: huge size and pale blue armour.

Space Marine: Even your own planet has turned against you. *Only in Return to Na Pali*, these elite Terran fighters beam down to terminate you as a security risk after you locate the bridge communicator of the crashed UMS Prometheus. Armed with either a Combat Assault Rifle or Rocket Launcher, they attack in team waves to provide opposition that is not only fast and deadly, but is intelligent and can pick up items like **Health Packs** and dead comerades' weapons to boost their fight. Plan the fight carefully or you're in trouble.

Titan: The 30' tall Titan is a humongous enemy that you'll only meet once in a while. It is truly a creature to be feared, as not only do its huge fists pack an immense punch, at long range it fires instant kill boulders at you. Get in the way of one of those, and you really are in trouble. To make matters worse, they stomp along causing the earth to shake, and wallop the ground to send you flying out of control, only to meet a well-placed boulder. Ouch. My prescription, even though Titans have extra resistance to explosives: Eightballs, and lots of 'em. Work down through your weapons after that, but don't use the Minigun (waste of ammo), and save the Flak Cannon for Skaarj and Brutes etc.

StoneTitan: Of course, where there's something big there's always something bigger. The colossal StoneTitan is a variant on your basic **Titan** with stone armour plating such that it takes dramatically less damage from your weapons. I still recommend Eightballs, but don't expect Eightballs alone to do the job. Keep going - like with Titans you can tell you're nearly there when it starts showing pain - until finally the battered giant moans and collapses. Then you've done it. But of course, *Return to Na Pali*'s "Watcher of the Skies" on hard skill has two of 'em...

Skaarj

Pupae: These small skittish creatures are unmatured Skaarj in an early formative stage. Their main method of attack is to bite and claw with their front legs. In order to achieve the close range required to do this, they will run at speed and if necessary jump; they can jump quite a distance at some speed, so are more than a match for even the best player. If there is space, back off and fire; otherwise, some skillful circle strafing will be required to avoid getting cornered. And believe me when I say that getting cornered by a Pupae is not a pleasant experience. You'll be de-fleshed in no time.

SkaarjScout: There are two main classes of Skaarj, the Warriors and the Troopers. Warrior Skaarj are lightly-clad and use their speed to attack with skill using metal claws on their fists and energy bolts fired from the tips of these claws. They are athletic and can somersault, dodge, strafe and play dead. The SkaarjScout is the weakest of the Warrior Skaarj, but is still a considerable threat especially if you only have weaker weapons. Early in the game, the weapon of choice has to be the powerful secondary fire **Stinger** at close range. Identification: red eyes, smaller size and brown chest with red tattoo.

SkaarjWarrior: These are the next step up in the Warrior Skaarj class. Slightly faster and more intelligent than basic **SkaarjScouts**, SkaarjWarriors' main advantage is their increased health that allows them to take more punishment. Like all Warrior Skaarj, SkaarjWarriors have a powerful attack in the form of a forward lunge that can do quite a lot of damage. This is an attack to be avoided. Identification: their skin is much greener than a lot of Skaarj. Green eyes and no brown colouration on their chest.

SkaarjBerserker: Comparing these guys to most Warrior Skaarj, SkaarjBerserkers are simply huge. With much more health and melee attacks that do a lot more damage, SkaarjBerserkers really are creatures to be feared. SkaarjBerserkers are highly aggressive and will almost certainly never run away from a fight. In fact, they are so aggressive that they have been known to spontaneously attack other Skaarj, even other SkaarjBerserkers. Identification: large size and exposed brown chest with no tattoo. Red eyes.

SkaarjAssassin: These Skaarj are pretty unpleasant but are not as tough as SkaarjBerserkers. They have more health than a SkaarjWarrior, which can be partly attributed to the combat armour they wear... SkaarjAssassins are fast and intelligent and thus should be treated as some of the nastier opponents, which of course they are. Get trapped in a corner by one and you'll soon see why. Anyway, SkaarjAssassins are quite unusual and are seen mainly in the later part of the game. Identification: red eyes and combat armour.

SkaarjLord: These Skaarj are similar to SkaarjBerserkers. The main difference is the lack of the recklessness possessed by SkaarjBerserkers; SkaarjLords are more the thinkers than the run-psychotically-and-disembowel-the-player type. Not to say they aren't just as menacing; they have a plentiful supply of health and a similar supply of intelligence. Their combat armour makes it hard to damage that scaly hide. Identification: SkaarjLords have the same physical appearance as SkaarjAssassins but for a very slight difference in armour tint, and you will probably only realise when they survive several Flak Shells what you're facing.

IceSkaarj: The default attributes for the IceSkaarj are not that tough. However, when you meet it in the game it is a lot tougher, so I'll talk about that version... IceSkaarj are possibly the most unpleasant sort of Skaarj. They are highly intelligent, deal a hefty whack and take a huge amount of damage before they fall. There is only one IceSkaarj in the original game; you will meet it by the entrance to the alternate power supply, right at the end of "The Darkening". It will be an unpleasant shock when it is still running after six perfect-hit Flak Shells. Identification: red eyes... and these guys are *blue*.

SkaarjTrooper: I now move on to discuss the Trooper class of Skaarj. Trooper Skaarj are covered in full body armour, and carry the same varieties of weapon that you carry. At close range they will fist you, at longer range they will deploy tactics appropriate to whichever weapon they are carrying. Trooper Skaarj also carry a switchable invulnerability shield. Don't waste your ammo when it is in use. Specifically now: the SkaarjTrooper is the simplest variety of Trooper Skaarj, armed normally with a Dispersion Pistol although they sometimes carry other weapons. As Dispersion Pistol carriers they are not too bad but the damage can still mount up. Identification: red eyes. and yellow and white body armour.

SkaarjInfantry: These Trooper Skaarj are the next step up the stats ladder. Their statistics are basically identical to those of the basic **SkaarjTrooper**, but they are seen to carry more powerful guns. The default weapon for the SkaarjInfantry is the Stinger, but you will occasionally see them carrying an Eightball Gun or other powerful weapon. Watch out, as the Stinger is surprisingly effective in the hands of a Skaarj... especially at close range in secondary fire mode. Identification: SkaarjInfantry are visually indistinguishable from SkaarjTroopers. It doesn't really matter, what matters is the weapon they carry.

SkaarjSniper: This strange class of Trooper Skaarj is very rare. SkaarjSnipers carry some of the most powerful weapons, and rely on their marksmanship to make kills. They aren't very strong, having less health even than a SkaarjScout or basic SkaarjTrooper, and this is not surprising given their spindly appearance. They are quite manouvreable though and you shouldn't take their lightweight design be considered too much of a weakness. Although in fact when you meet them in the game they will be carrying GES Biorifles, the default weapon for the SkaarjSniper is the Assault Rifle. Enough said. Identification: spindly appearance, red eyes and blue body armour.

SkaarjGunner: In a way, the SkaarjGunner is the variety of Trooper Skaarj that you should fear the most. SkaarjGunners are generally armed with Eightball Guns (although they are seen with other weapons including Flak Cannons, Razorjacks and even Automags), which as you know can waste a creature pretty quickly, especially if locked on. SkaarjGunners are big and beefy and thus can take quite a pummelling, which is unfortunate for you given the power of the Eightball Gun... anyway, you have to fight SkaarjGunners with strategy. They are intelligent and pack a puch. Identification: bulky appearance, red eyes and blue body armour.

SkaarjOfficer: The largest Trooper Skaarj is the appropriately named SkaarjOfficer. Armed normally with the Razorjack, SkaarjOfficers are the healthiest of the Trooper Skaarj and thus take a lot of damage to kill. The ricocheting blades from their Razorjacks can decapitate you very quickly if you're not careful, so it is best to circle strafe to avoid direct shots and pray that none of its blades hit you in the head. If one does then you're in trouble, but let's not think about that for now. Identification: green eyes and body armour that is a distinctive mauve-ish pale blue.

Warlord: The imposing Warlord is like a giant Skaarj with wings. Armed with whacking fists and a large rocket launcher, the Warlord will circle and wheel through the air, firing large and powerful rockets at you and whacking you if it gets up close. For its size, the Warlord is incredibly fast and agile. Nothing quite beats the skill of a Warlord performing a neat somersault in the air to dodge one of your rockets before whirling round and firing one of its own to deadly effect. A Warlord may also stop briefly to sprint across the ground at you, or it may stand still for a moment to laugh derisively. That is your cue to whack it one with a Flak Cannon. Go on, you know you want to.

To find more information I suggest this: http://unrealsp.org/legacy/
This provides more Unreal inventory items and stuff.

Queen: So that's where all the Skaarj come from... the Skaarj Queen is the mother of the Skaarj race, and as such is equipped with some extremely unpleasant tools of destruction. At close range, she can tear you up with some powerful pincers. Further off, she fires floods of the energy bolts produced by Warrior Skaarj. Either attack is unpleasant and avoidance is always the best policy. To make things worse, she is equipped with the ability to teleport and when under threat will teleport at random between firing spots within the fighting arena. She is elusive but her size makes her easier to target; lay into her until she is dead. However, she carries a shield like that of the Trooper Skaarj. Don't waste ammo whilst she is using this.

How to add monsters to your map.

You can select a monster under ScriptedPawns, then right-click on the viewport and select add, 'your monster' here.
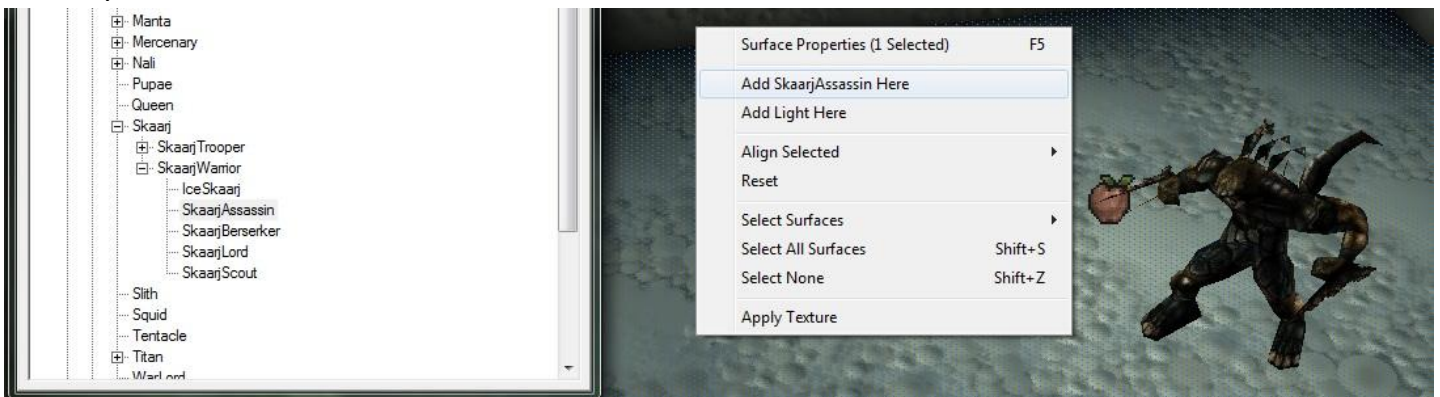
But you can also spawn them using ' factories, but that is another story for later.

Each monster has it's own speed, and abilities. Add a few monsters using this step.

You will find out that some monsters fly, walk and swim.

Remember:

Every monster needs ITS OWN ENVIRONMENT. For example :

Puapes can not swim! nor can the queen or a titan! Also be sure that they can't go in these situations, unless you are able to kill them out of the wrong zone.

SkaarjAssassin Properties

- ⊞ Advanced
- ⊞ AI
- ⊞ Collision
- ⊟ Combat

Aggressiveness	0.500000
bCanStrafe	True
bHasRangedAttack	True
bIsWuss	False
bLeadTarget	True
bMovingRangedAttack	True
bWarnTarget	True
CombatStyle	0.600000
MeleeRange	40.000000
ProjectileSpeed	800.000000
RangedProjectile	Class'UnrealShare.SkaarjProjectile'
RefireRate	0.500000
TimeBetweenAttacks	1.000000

- ⊞ **Display**
- ⊟ Events

Event	None
Tag	SkaarjAssassin

- ⊞ Filter
- ⊞ LightColor
- ⊞ Lighting
- ⊞ Movement
- ⊞ Networking
- ⊞ Object
- ⊞ Orders
- ⊟ Pawn

BaseEyeHeight	0.000000
CarcassType	Class'UnrealShare.SkaarjCarcass'
DropWhenKilled	None
FovAngle	90.000000
Health	220
MenuName	
NameArticle	a
PlayerReplicationInfoCl...	Class'Engine.PlayerReplicationInfo'
ReducedDamagePct	0.000000
ReducedDamageType	None
SelectionMesh	
SpecialMesh	
Visibility	128
VoicePitch	0
VoiceType	

- ⊟ Skaarj

bButtonPusher	False
bFakeDeath	False
ClawDamage	14
LungeDamage	30
SpinDamage	16

- ⊞ Sound
- ⊞ Sounds

this page is still under constructing, since some settings may work OFFLINE and SOME OFFLINE.

placeholder.

==Spawning monsters using automatic spawning. (Creature Factory)==

Trigger > Spawpoint

Trigger > CreatureFactory

 There are two main actors to spawn either a few, a bunch, or a swarm or one big 'effing' nest of nasty monster to kick the players ass. It is wise to only use these actors only in appriopiate situations, not just for farming. There is ThingFactory and CreatureFactory.

The two actors are almost indentical, yet the CreatureFactory has some more options for SP. You can find them here, shown below. ==UNDER ACTOR CLASSES - KEYPOINT.==
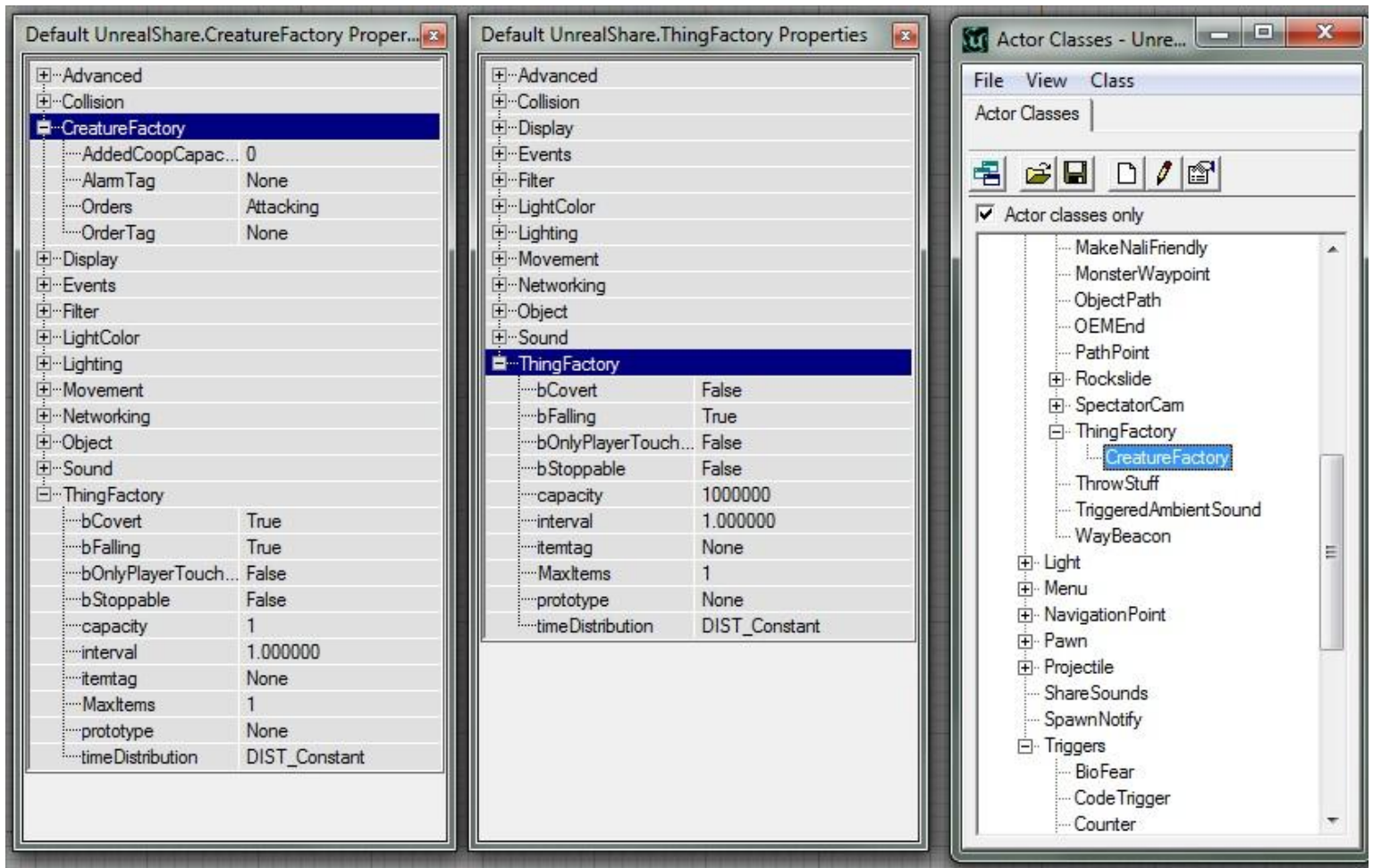
Next page from explains all the settings.

Properties

Actor Prototype

       The class of actors produced by this factory.

int MaxItems

       The maximum number of active actors from this factory at any time. If it is a creature factory, new creatures will only produced either initially, or when a creature dies, to get back up to maxitems until the factory capacity is reached.

int Capacity

       The maximum number of actors this factory can ever produce (-1 = no limit). After reaching this limit, the factory shuts down.

float Interval

       Average time interval between spawnings.

name ItemTag

       Tag given to items produced at this factory.

bool bFalling

       Non-Pawn (UT) items spawned should be set to falling.

timeDistribution

       Time distribution of items being spawned.

| Value | Description |

| `DIST_Constant` | Constant interval (always equal to Interval)

| `DIST_Uniform` | Uniform interval (random time between 0 and 2 x interval)

| `DIST_Gaussian` | Gaussian distribution, with mean = Interval

bool bOnlyPlayerTouched

       Only player can trigger it.

bool bCovert

       Only do hidden spawns (when no player is looking at the spawnpoint in question).

bool bStoppable
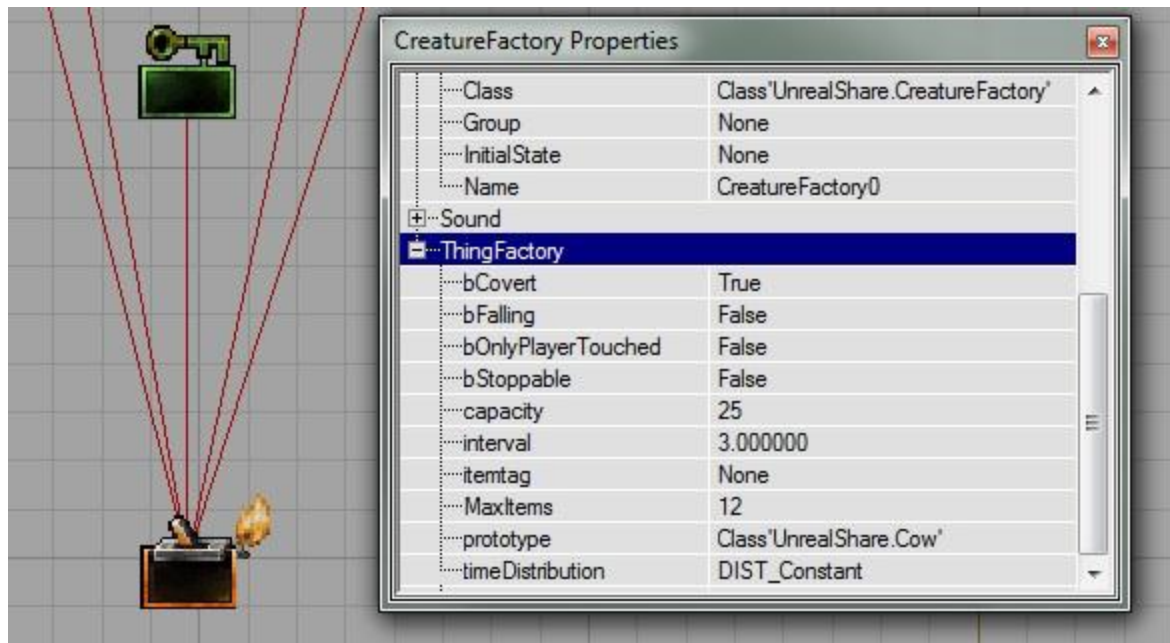
       Stops producing when untouched.

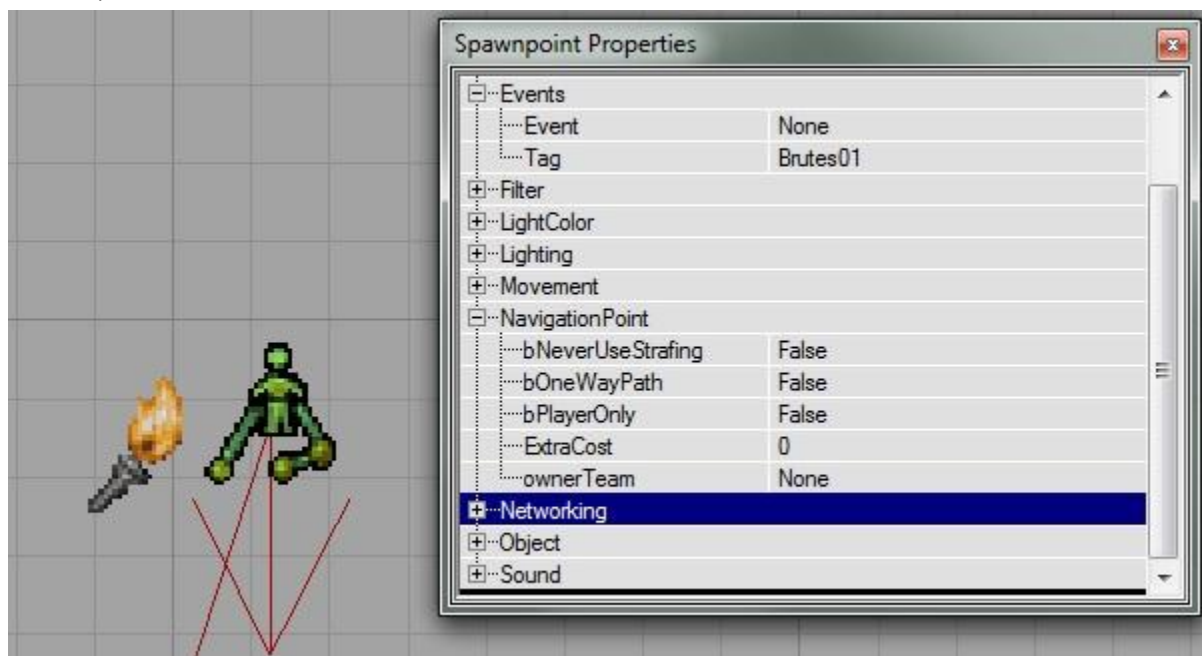array<SpawnPoint> SpawnSpot[16]

       Possible start locations.

This is well explained. Experiment with the settings. They are pretty obvious.

THE PROTOTYPE IS YOUR PAWN, UNDER SCRIPTEDPAWNS.

CreatureFactory Properties

Class	Class'UnrealShare.CreatureFactory'
Group	None
InitialState	None
Name	CreatureFactory0
⊞ Sound	
⊟ ThingFactory	
bCovert	True
bFalling	False
bOnlyPlayerTouched	False
bStoppable	False
capacity	25
interval	3.000000
itemtag	None
MaxItems	12
prototype	Class'UnrealShare.Cow'
timeDistribution	DIST_Constant

My CF will spawn a max of 25 cows, with a max of 12 at a time, while spawning every 3 seconds of of them. Covert is on, so we dont see the spawning,, they are walking so they bFalling could be true, but no need for this.

Spawnpoint Properties

⊟ Events	
Event	None
Tag	Brutes01
⊞ Filter	
⊞ LightColor	
⊞ Lighting	
⊞ Movement	
⊟ NavigationPoint	
bNeverUseStrafing	False
bOneWayPath	False
bPlayerOnly	False
ExtraCost	0
ownerTeam	None
⊞ Networking	
⊞ Object	
⊞ Sound	

So make the trigger's event the same tag AS THE CF and THE SPAWNPOINTS.

end of 2.2, waiting for feedback!